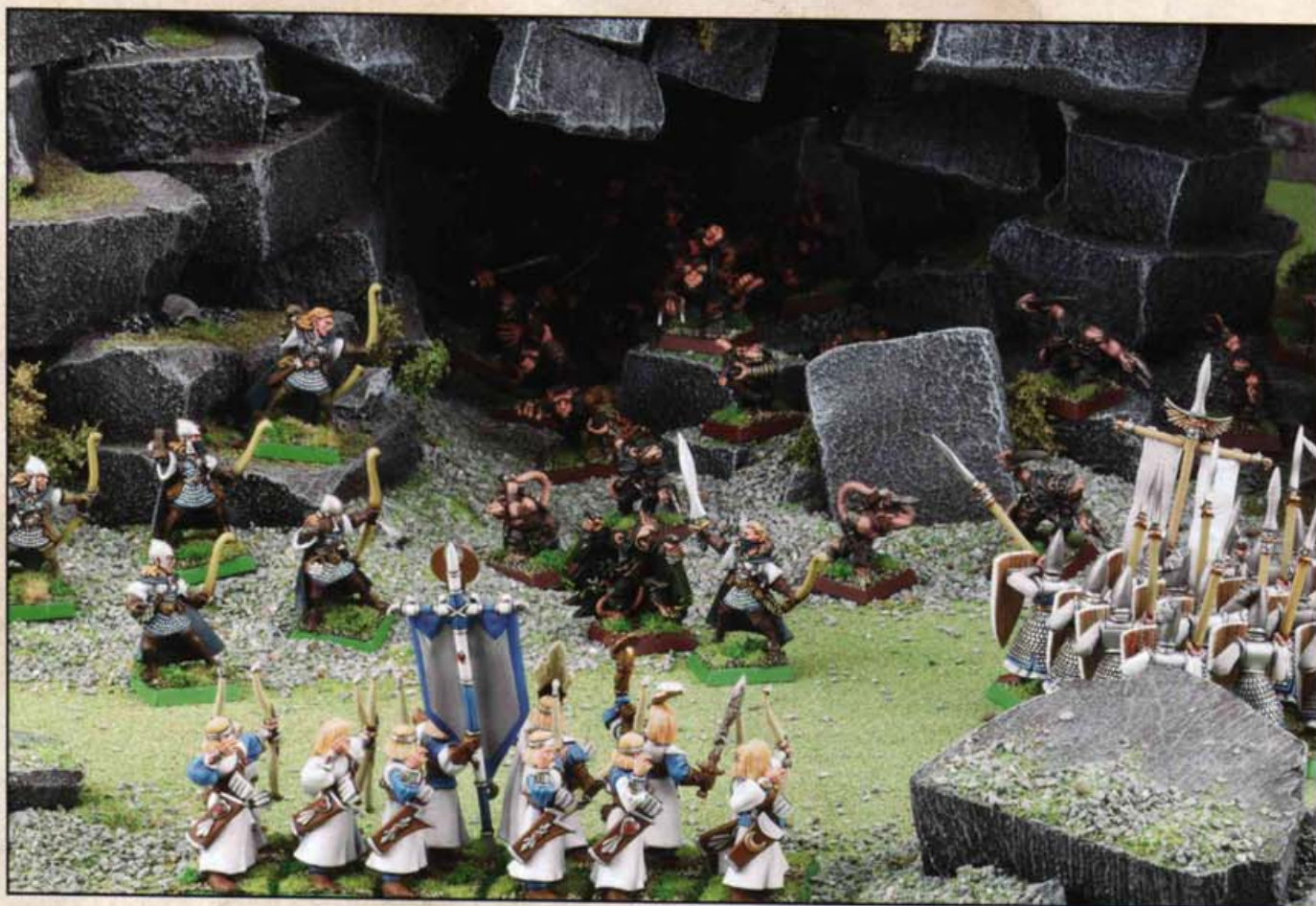


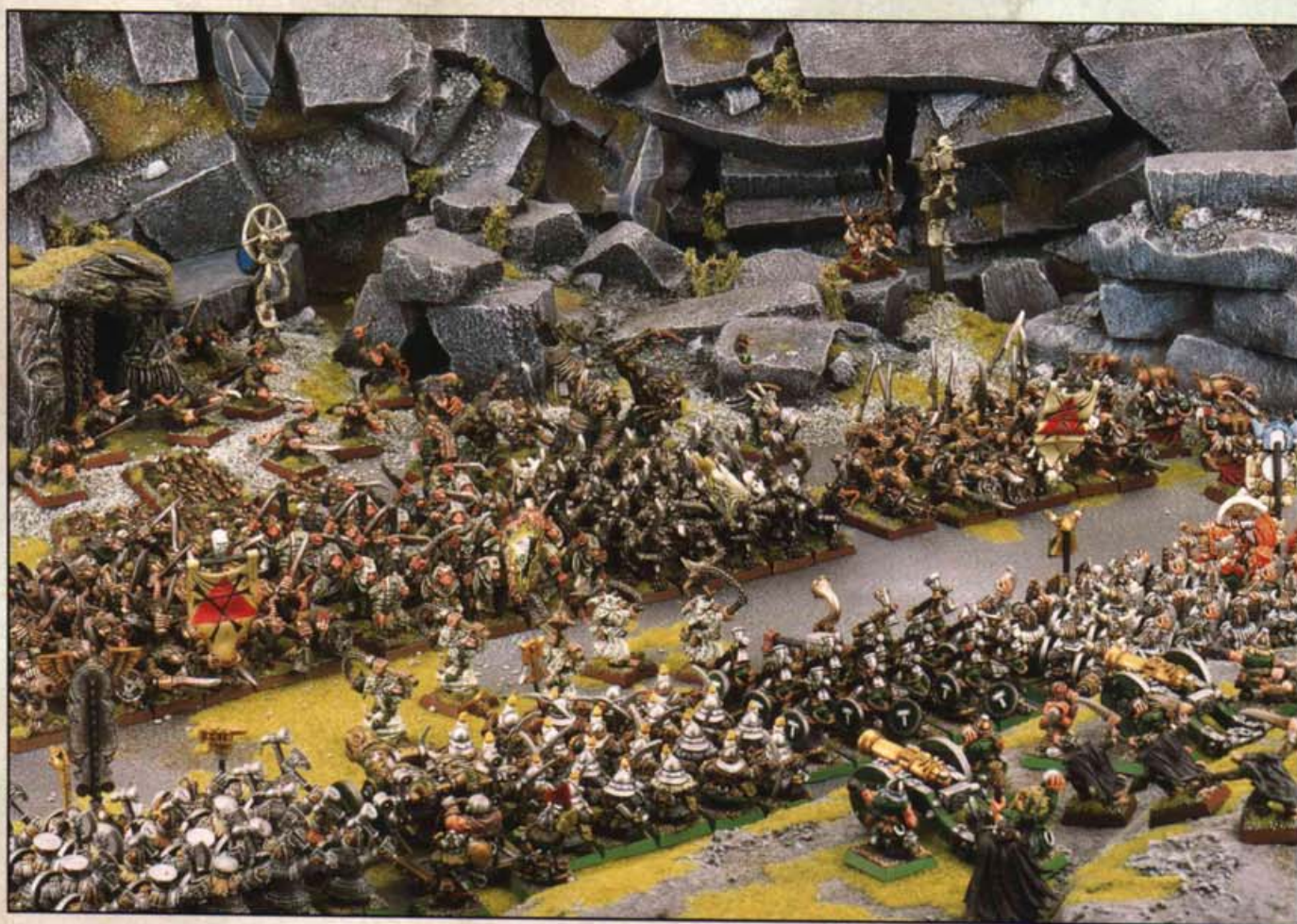
WARHAMMER SKAVEN



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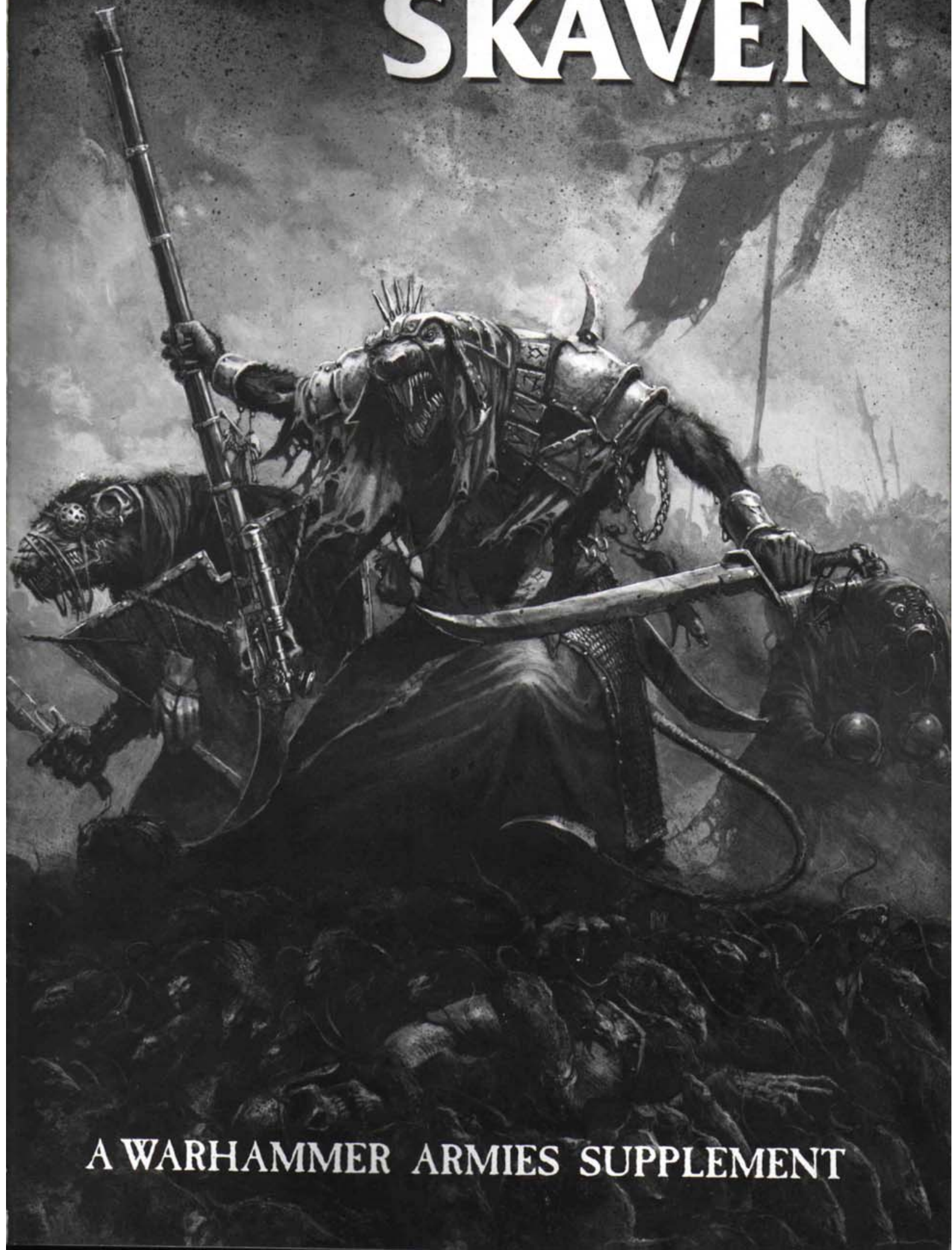


Clan Esbin warriors spring an ambush on a High Elf scouting party.



In the depths of a ruined Karak, a massive horde of Skaven pours towards the defiant Dwarf line.

SKAVEN



A WARHAMMER ARMIES SUPPLEMENT

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INTRODUCTION

The Skaven are a race of malevolent rat-men that inhabit the underground of the Warhammer world. The tunnels of their vast under-empire reach from the steaming jungles of the South Lands to the snow-covered steppes of Kislev, from the western borders of Estalia and Bretonnia to the lost realms of the Far East. Their capital is the mysterious city of Skavenblight, hidden in the centre of the foul marshes lying on the western borders of Tilea. There the mighty Lords of Decay, ruthless rulers of all Skaven, sit in the Council of Thirteen, scheming and planning in preparation for the time when their armies will emerge from their subterranean realm to raze the entire surface world and rule over its ruins. This is the ultimate ambition of the Skaven race, a destiny which is preached by the Grey Seers, who are powerful wizards and prophets of the Horned Rat – the malevolent Skaven deity.

This book describes in detail all the troops that the Skaven can muster when they go to battle, their evil magic and unique way of waging war. When fighting a Skaven army, the enemy has to face a great horde of chittering Clanrats, swarming towards their foes at astonishing speed. Among their ranks are packs of mutated war beasts, crazed worshippers of plague and contagion, warped technological weapons and lethal black-clad assassins.

Using a Skaven army in your games of Warhammer requires careful planning. On their own, Skaven troops are almost invariably outclassed by their enemies who normally have better characteristics and better equipment. Skaven, though, have one main thing on their side: numbers. They can deploy a large amount of large units, and their morale is bolstered by the presence of so many of their kind. With a force that often outnumbers the enemy, it is the Skaven that have the advantage on the flanks. If they can hold off the most threatening enemy units with expendable rats and slaves, and hit at the right place and time with their best troops, they will triumph. On the other hand, if things start to go wrong and the dreaded musk of fear spreads across the horde, it's very likely that panic will cripple the Skaven army. And once they start to run they normally don't stop, strongly believing in the old Skaven proverb: "He who runs away lives to fight another day!"

In this book you will find the following sections:

THE SKAVEN

A description of the Skaven clans, their structure and relations, with a detailed list of the most common troops as well as the more bizarre units available to the four greater clans.

MAGIC OF THE HORNED RAT

A complete spell list and the unique rules governing the magic of Grey Seers and Warlock Engineers.

TOOLS OF SUPREMACY

A list of all the deadly magic items that enrich the arsenals of Skaven characters.

SKAVEN ARMIES

All the units, options, points values and other details you need to prepare your army for battle.

PAINTING A SKAVEN ARMY

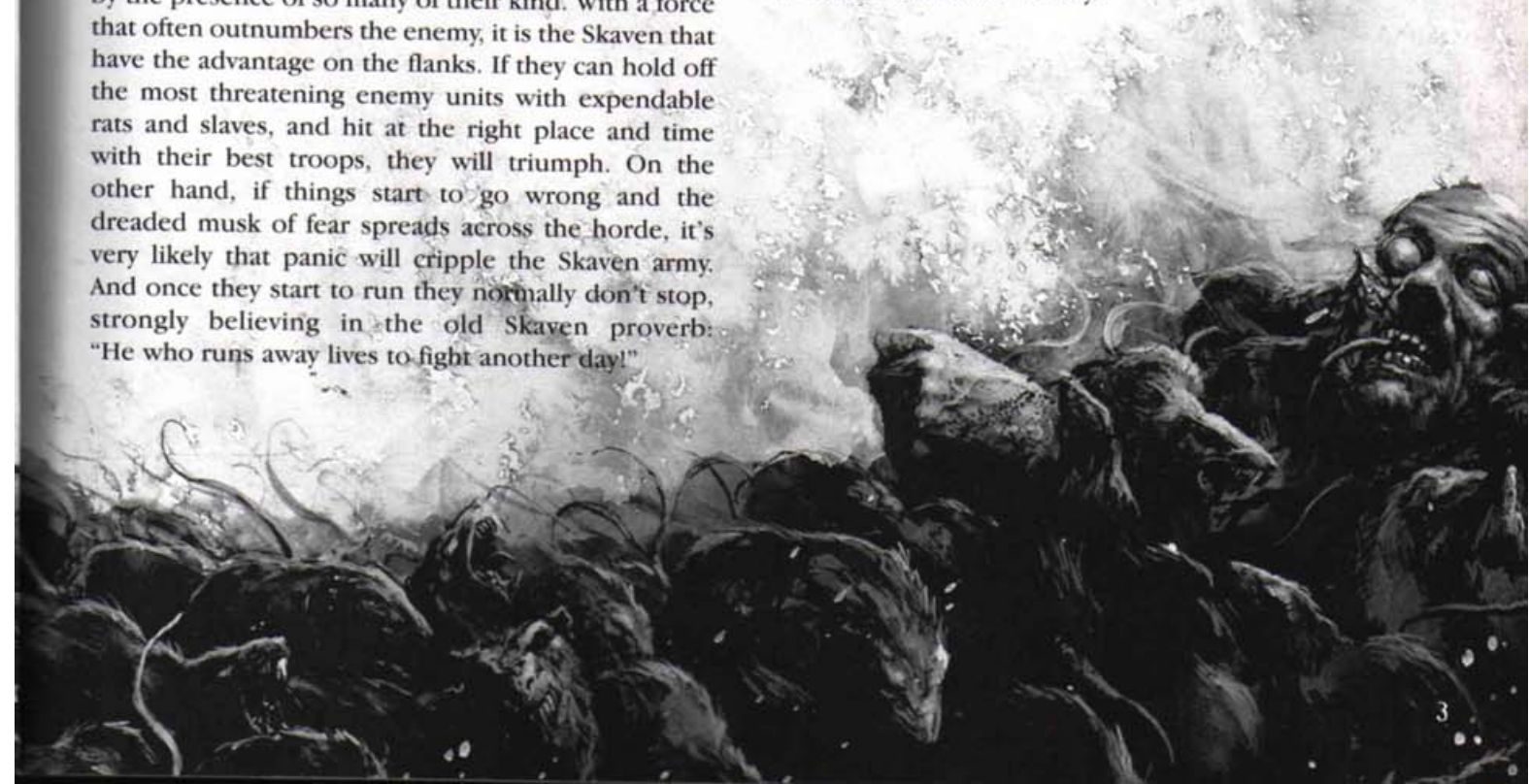
An invaluable collection of advice and tips on how to paint your Skaven army.

MASTERS OF THE UNDER-EMPIRE

Rules and background for two special characters: the notorious Grey Seer Thanquol and the twisted Throt the Unclean.

THE GREATER CLANS

Army lists for all the greater clans, enabling the Clan Eshin Nightlords, Clan Pestilens Plaguelords, Master Mutators and Warlock Masters to lead their armies to inevitable victory.



ORIGINS OF THE SKAVEN

Scholars and academics argue endlessly over the origins of the children of Chaos known as the Skaven. Some maintain that they are simply a variant form of Beastman, others insist that they are an entirely separate race mutated not from Men, as Beastmen are, but from true rats, while others still refuse to acknowledge their existence at all.

Determining anything about Skaven is notoriously difficult: they are primarily a subterranean race, and usually only come to the surface during their violent and inexplicable wars. Perhaps the best clue to their creation lies in the ancient Tilean folk tale known as the Doom of Kavzar. The following is a broadly translated text of its thirteen stanzas, and readers may draw their own conclusions.

"Once upon a time, long long ago, Men and Dwarfs lived together beneath the roofs of one great city. Some said it was the oldest and greatest city in the world and had existed before the time of the longbeards and manlings, built by older and wiser hands in the dawn of the world. The city lay both above and below the earth, in keeping with the nature of the populace that dwelt there. The Dwarfs ruled in their great halls of stone below ground and wrestled the fruits of the rock free with their day-long toil, while the manlings reaped the fields of swaying corn that surrounded the city with a patchwork blanket of gold. The sun smiled, men laughed, and everyone was happy.

One day the men of the city decided that they should give praise to their gods for their good fortune. They planned a temple such as the world had never seen before. In the central square a colossal hall would be built and topped with a single, cloud-piercing tower. A tower so tall it would touch the very heart of heaven. After much planning, with the help of the longbeards, they set about their monumental task.

Weeks became months and months became years and still the manlings built. Men grew old and grey working on that great temple, their sons continuing their work through summer sun and winter rain. At last, after many generations, work began on the great spire. Years passed and the tower reached such a height that the manlings found it ever more difficult to take the stone up to the top. Eventually the work slowed to a crawl and finishing the tower seemed impossible. Then one came among the men of the city who offered his help in their great scheme. He asked a single boon of them in return and claimed that if they would grant it he would complete the tower in a single night. The manlings said to themselves, "What have we to lose?" and offered to make a bargain with the grey-clad stranger. All he wished was to add his own dedication to the gods onto the temple structure. The manlings agreed and the bargain was struck.

At dusk the stranger entered the unfinished temple and bade the manlings to return at midnight. Clouds swept over the moons, cloaking the temple in darkness as the manlings left. All over the city, men watched and waited as the hours slipped past until, near midnight, by ones and twos, they gathered again in the temple square. The wind blew and the clouds parted as they gazed up at the temple. It rose like an unbroken lance against the sky, pure and white. At its very peak a great horned bell hung gleaming coldly in the moonlight. The stranger's dedication to the gods was there but of the stranger there was no sign.

The manlings rejoiced that their fathers' fathers' work was done. They surged forward to enter the temple. Then, at the stroke of midnight, the great bell began to toll, once... twice... thrice. Slow, heavy waves of sound rolled across the city. Four... five... six times the bell rang, like the torpid pulse of a bronze giant. Seven... eight... nine, the tolling of the bell grew louder with each ring, and the manlings staggered back from the temple steps clutching their ears. Ten... eleven... twelve... thirteen. At the thirteenth stroke lightning split the skies and thunder echoed the sound. High above, the dark circle of Morrslieb was lit by a bright flash and all fell ominously silent.

The manlings fled to their beds, frightened and puzzled by the portents they had seen. Next morning they arose to find that darkness had come to their city. Brooding storm clouds reared above the rooftops and such rain fell as had never been seen before. Black, like ash, the rain fell and puddled in the streets, slicking the cobbles with darkly iridescent colours.

At first some of the manlings did not worry, they waited for the rains to stop so that they might resume their work. But the rains did not stop, the winds blew stronger and lightning shook the high tower.



Days stretched into weeks and still the rains did not stop. Each night the bell tolled thirteen times and each morning the darkness lay across the city. The manlings became fearful and prayed to their gods. Still the rains did not stop and the black clouds hung like a shroud over the fields of flattened corn. The manlings went to the Dwarfs and beseeched their help. The longbeards were unconcerned - what matter a little rain on the surface? In the bosom of the earth all was warm and dry.

Now the manlings huddled in their dwellings, fear gnawing at their hearts. They sent some of their number to faraway places to seek help but none of them returned. Some went to the temple to pray and sacrifice their dwindling food to the gods but found its great doors were sealed shut. The rains grew heavier. Dark hailstones fell from the sky and crushed

the sodden crops. The great bell tolled a death knell over the terrified city. Soon great stones cleft the heavens, rushing down like dark meteors to smash the homes of the manlings. Many sickened and died from no apparent cause, and the newborn babes of the manlings were hideously twisted. Skulking vermin devoured what little stored corn there was left and the manlings began to starve.

The manling elders went to see the Dwarf's again and this time demanded their help. They wanted to bring their folk below ground to safety, they wanted food. The longbeards grew angry, and told the manlings that the lower workings were flooded and their food had also been devoured by rats. There remained barely enough food and shelter for them and their kinsmen. They cast the manlings out of their halls and closed their doors tight.

In the ruins of the city above each day became more deadly than the last. The manlings despaired and called for succour from the dark gods, whispered the names of forgotten daemon princes in the hope of salvation. But none came - instead the vermin returned, bigger and bolder than ever. Their slinking, furred shapes infested the broken city, feasting on the fallen and pulling down the weak. Each midnight the bell tolled thirteen times on high, seeming now brazen and triumphant. The manlings lived as hunted creatures in their own city as great rat packs roamed the streets in search of prey.

At last the desperate manlings took up such weapons as they had and beat upon the Dwarf's doors, threatening that if they did not emerge they would drag them out by their beards. No reply came from within. The manlings took up beams and battered down the doors to reveal the tunnels below, dark and empty. Steeling themselves, the pitiful remnants of the city's once-proud populace descended. In the ancient hall of kingship they found the Dwarfs, now naught but gnawed bones and scraps of cloth. And there they saw by the dying light of their torches the myriad eyes about them, glittering like liquid midnight as the rats closed in for the kill.

The manlings stood back to back and fought for their lives, but against the implacable ferocity and countless numbers of the verminous horde their weapons were useless. The tide of monstrous rats flowed over them one by one, dragging them down to be torn apart, the yellow chisel-teeth sinking into their soft flesh, the dark furred mass drowning their pitiful screams with their hideous chittering."

Translated from the Tilean tale "The Doom of Karzar" also called "The Curse of Thirteen".

From the shores of the northern Tilean sea to the foot of the Black Mountains a great morass of dismal marshland lies like a festering plague. This area is known as the Blighted Marshes: an ancient and terrible realm where death comes quickly to the unwary. A permanent, reeking mist cloaks the deep black pools and slimy reed beds from view. Sluggish, muddy channels wind through the mire, mazelike and unfathomable, darkened on either bank by stretches of twisted stalks which resemble nothing so much as corn blackened in a fire. In places pools form, slicked with a dark iridescence where no living things grow.

To enter the Blighted Marshes is to walk to your doom, inviting death in the bottomless murk or the jaws of the twisted beasts that legend has it dwell there. Few brave its terrors for there are no tales of gold or hidden knowledge lying forgotten in its chill clutches to draw adventurers, just black marsh, reeking mist and a lonely death. Few even dwell near it, for fear of the dark secrets it harbours.

Andreas Cameras

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THE SKAVEN

The Skaven hordes spread beneath the surface of the world like an evil plague, their empire spanning beneath continents and seas, lurking unseen under the feet of those they plot against. Masters of their underworld domain, they await the perfect moment to rise from the depths of their dark world and overwhelm the surface lands in an unstoppable tide.

Skaven society is structured into a number of clans which constantly vie with each other for pre-eminence. This political system is dominated by endless treachery, betrayal, labyrinthine plots and scheming. Hence, Skaven as a whole are a necessarily paranoid race, their twisted minds unceasingly working to gain personal power. If a clan loses some of its influence and becomes vulnerable, it will be turned upon by other clans, which descend on its stronghold in a greedy frenzy. Skaven belonging to clans overcome in this fashion are enslaved by their vanquishers, spending the rest of their short lives chained in servitude to their new masters.

The majority of the clans are Warlord clans, and it is they who make up the vast bulk of Skaven armies. Within each of these Warlord clans is a clear hierarchical ladder based on the law of strength and cunning. At the bottom of the heap are the slaves, including creatures of all races, though predominately made up of the Skaven of fallen clans. Above the slaves are innumerable numbers of workers, making up the

vast majority of the race's population. Of more importance, though fewer in number, are the Clanrat warriors, the strongest and more conniving Skaven. At the pinnacle of each clan is the Warlord, a particularly powerful, treacherous and ruthless Skaven, who spends much of his time eliminating rivals and is constantly on the lookout for threats to his position. While this structure is very clear and defined, it is in no way fixed, and Skaven within a clan constantly plot and scheme in order to raise their own personal standing. Alliances are formed and broken, and superiors and rivals assassinated as the Skaven struggle for a higher position within the clan. This is the Skaven way and an accepted, even respected, path for advancement.

Warlord Gnawdwell of Clan Mors has recently become particularly powerful, having eliminated several of his closest rivals. He achieved this through countless assassinations, deceit and at times outright war, earning Clan Mors the fearful respect of the other clans. In one surprise attack, the water supply of a rival was tainted with a foul contagion purchased from Clan Pestilens. Warlord Gnawdwell marched with his Clanrats into his rival's domain, trampling over countless poisoned corpses and slaughtering those few who survived to claim the labyrinthine warren for his own. Clan Mors has had a great influx of new slaves and gained significant wealth from its sudden rise in status, so much so that it is almost strong enough to rival the four greater clans from its stronghold in the City of Pillars.



This could prove the downfall of Clan Mors, for the greater clans fiercely defend their positions and have in the past united to destroy a common foe.

The four greater clans have complete ascendancy over the struggling masses of Skaven society, their influence far-reaching and supreme. Clan Pestilens is made up of the much-feared Plague Monks, festering disciples of disease and corruption who have emerged as a powerful force from deep in the humid jungles of Lustria. Clan Moulder is a wealthy greater clan which uses the mutating effects of warpstone to create and breed an array of horrific fighting beasts. Clan Eshin consists of stealthy spies and feared assassins who hire out their services to other clans. Currently the most powerful of the greater clans is Clan Skryre, whose members are known as Warlock Engineers, specialising in blending the arts of dark sorcery and science to produce their infamously destructive weapons.

The entire Skaven population is ruled over by the Council of Thirteen, also known as the Thirteen Lords of Decay. The Council is formed of eleven Warlords from the most powerful clans, including the four greater clans, one from the order of the mysterious Grey Seers, and is symbolically completed by the Horned Rat itself, the thirteenth member. The members of the Council of Thirteen are ancient, having held their seats of dominance for centuries, outliving countless generations and guarding their positions jealously. The Council is inevitably filled with its own intrigues and backstabbing, as each member seeks to raise his own status.

The intention of the Council is to unite the Skaven masses, to force them into working together towards a common goal. In reality, the Council members are too caught up in their ever shifting political intrigues to effectively unify the clans, though it is generally recognised that if the Skaven rose in a single, great swarm they would overwhelm the Old World, so great are their numbers. The Council routinely meets to organise and maintain coordination and some form of focus over the sprawling Skaven empire. These meetings take place in the great council chambers of the Horned Rat, hidden within the depths of Skavenblight, the despicable race's festering capital.

Located within the near impenetrable Blighted Marshes, Skavenblight is a sunken, labyrinthine city, rumoured to be the birthplace of the unnatural race. Its deep, twisting tunnels and streets have been so extensively excavated and continually expanded that the true size of the city is unfathomable, spreading beneath the Blighted Marshes in all directions like a creeping plague. The squalor of the deepest levels of Skavenblight is filled with countless thousands of Skaven from the lesser Warlord clans, their mercifully short lives filled with endless darkness and ever present filth and disease, as well as the constant threat of cave-ins and enforced slavery from stronger clans.

The Adepts of Clan Eshin are used by the Council to enforce its will, hunting down and eliminating any who defy their supreme decrees, as well as any perceived threat to their position. When the Warlord Clan Makris



quickly climbed in power, defying the edicts of the Lords of Decay, it was mercilessly butchered down to the last slave. Clan Eshin Adepts were dispatched in force, a score of assassins infiltrating the lair of Clan Makris and slaughtering its Warlord and chieftains. Barricaded within their hold, the entire clan was massacred when Clan Moulder unleashed the full might of its power, loosing countless Rat Ogres and all manner of foul creatures upon them.

The Grey Seers are the living prophets and intermediaries of the Horned Rat, interpreting his will and desires for the Skaven population. They advise and coerce the Warlord clans towards fulfilling the will of the Horned Rat, in accordance to their own interpretations, and act as intermediaries to relay the decrees of the Council to the Skaven clans. The leader of the Grey Seers, known as the Seerlord, sits on the Council of Thirteen, although this causes some resentment amongst the clans, who say that this compromises the intended role of the Grey Seers. The Grey Seers preach to the Skaven population of the time known as the Great Ascendancy, when the Skaven will rise as one, overwhelming the known world and gaining complete mastery over all races. Any who oppose the Grey Seers are denounced as heretics, acting against the will of the Horned Rat. Such a declaration is just the excuse that rival clans require to declare a sacred war on the condemned clan, and they will descend on it in a fury, backed up by the might of the Grey Seers and the Council itself. As such, the Grey Seers occupy a position of considerable influence and power. This does not stop the resentment felt by many important Skaven towards them, and it is a foolish Grey Seer indeed who does not watch his back when separated from his brethren.



To Albion

Much Warstone

Couronne

Marienburg

Middenheim

Talabheim

Aldorf

9 foodstops

17 foodstops

18 foodstops

GIORGIYX

Mousillon

Bordeleaux

MAN THINGS

5 foodstops

MAN THINGS

8 foodstops

Brionne

Black Chasm

3 foodstops

Rarravon

Nuln

Quenettes

ELF THINGS

Bibbali

13 foodstops

Magritta

Shavenlight

5 foodstops

Foul

Peak

Rutrid

Stump

Fester Spike

Tobaro

Miragliano

MAN THINGS

Remas

Luccini

To Ebrund



Praag

THINGS

foodstuffs

Kislev

Hall Pit

foodstuffs

foodstuffs

Much Much Warstone Here

Mordheim

DEAD THINGS

Karak Unger

Gnashrak's Lair

GREEN THINGS

Mount Sunbad

HALF THINGS

DWARF THINGS

Mount Silverspear

Karak Varn

Karak A-Karak

GREEN THINGS

Karak Drazh

Crookback Mountain

City of Pillars

Karak Azgal

Cripple Peak

Much Much Warstone

DEAD THINGS

To Cathay

SKAVEN SPECIAL RULES

The following special rules apply to all units in this book (except for non-Skaven Dogs of War fighting for the Skaven).

HE WHO RUNS AWAY

LIVES TO FIGHT ANOTHER DAY!

All models in the Skaven army add +1 to the total rolled to determine the distance they flee.

STRENGTH IN NUMBERS

All units in the Skaven army always add their current rank bonus to their Leadership value for any Leadership based test.

First work out the Leadership of the unit as normal (character in the unit, General within 12", magic bonuses/penalties, etc) and then add the rank bonus of the unit to this value. The maximum bonus you can get is obviously +3, for a maximum total Leadership of 10. For example, a unit of Clanrats (Ld 5) with a rank bonus of +2 will have a Leadership of 7 on its own, a Leadership of 8 if led by a Chieftain (Ld 6) or of 9 if within 12" of a Warlord who is the Skaven General (Ld 7). Note that the General confers his basic Leadership and then the units modify it with their own rank bonus – do **not** modify the Leadership of the General with the ranks of his own unit and then pass this modified Leadership on to every unit within 12"!

When Skaven lose their rank bonus from a charge in the flank or rear, they cannot use this Leadership bonus (including when testing for *panic* for being charged in the flank/rear while engaged to the front).

Remember that fleeing units do not have a rank bonus, so fleeing Skaven will have to rally on their basic Leadership.

LIFE IS CHEAP

Unlike other races, Skaven can voluntarily target ranged attacks (missile fire and spells) at enemy units engaged in close combat with friendly units. First check that the target enemy unit is in sight of the unit targeting it (if the weapon/spell requires a clear line of sight) and then measure the range to the target (not to the Skaven unit engaged with the target). Roll to hit the enemy as normal, then roll a dice for each hit caused. On a result of 1-3 the hit is resolved against one randomly determined unit among those in close combat with the target, on a result of 4-6 the hit is resolved against the intended target.

Weapons and spells that make use of a template must be targeted at the enemy as noted above, but the player is allowed to position the template so that it might hit friendly models as well as enemies. If the template ends up touching models from both sides or enemy models in base contact with friendly models, follow the rules under 'Shooting & Close Combat' on page 60-61 of the Warhammer rulebook.

LEAD FROM THE BACK

Skaven characters can choose to lead units from the rearmost rank, considered a place of honour by Skaven (remember that Champions are not characters). The unit can use their Leadership as normal. Battle Standards have the same effect that they would have if they were in the first rank. Characters can issue and accept challenges only if in base contact with the enemy, as normal.

If their unit is engaged in combat from a previous turn and the Skaven characters are not in base contact with the enemy, then they have three options in their next Movement phase. They can either stay at the rear of the unit, move to the fighting rank, or decide to leave the unit and move out of it (as if the unit was not engaged in combat). This doesn't mean that they can join units engaged in combat.

Furthermore, if Skaven characters refuse a challenge, the Skaven player, rather than his opponent, can choose which character goes at the back of the unit. Once this character is moved to the back of the unit, no further penalties apply to him for having refused the challenge. Note that if the rear of the unit is engaged in combat, the character has to be placed on the flank, inside the unit, or in any other position where it cannot fight. You can never get into base contact with enemies when refusing a challenge.

WARPSTONE WEAPONS

The following Skaven weapons contain enough warpstone to count as magical, and so can damage creatures invulnerable to non-magical weapons:

Assassins' and Gutter Runners' poisoned weapons, plague censers' gas and hits, Warlock Engineers' warp-blades, warlock pistols, poisoned wind globes, Jezzails, Ratling Guns, Warfire Throwers and Warp-lightning Cannons.

WARLORD CLANS

WARLORD CLANS TROOPS

	M	WS	BS	S	T	W	I	A	Ld
Warlord	5	6	4	4	4	3	7	4	7
Grey Seer	5	3	3	3	4	3	5	1	6
Chieftain	5	5	4	4	4	2	6	3	6
Stormvermin	5	4	3	3	3	1	5	1	5
Fangleader	5	4	3	3	3	1	5	2	5
Clanrat	5	3	3	3	3	1	4	1	5
Clawleader	5	3	3	3	3	1	4	2	5
Clanrat Slave	5	2	2	3	3	1	4	1	2
Pawleader	5	2	2	3	3	1	4	2	2
Rat Swarm	6	3	0	2	2	5	1	5	10

CLANRAT WARRIORS

Clanrat Warriors form the bulk of every Skaven army. On their own, Clanrats are not exceptional fighters, lacking discipline and determination, but in large groups they are fearsome opponents. The presence of other Skaven around them greatly bolsters their morale, filling them with confidence and fuelling their infamous ferocity.

SPECIAL RULE

Mainstay Unit: The number of Clanrat units in the army restricts the maximum number of multiples of any other unit that can be included in the army.

For example, if you have one unit of Clanrats, you can include one unit of Globadiers, one of Stormvermin, one of Gutter Runners, etc. If you have two units of Clanrats then you can include up to two units of Globadiers, up to two units of Gutter Runners, up to two Warp-lightning Cannons, etc. All normal restrictions still apply on top of this.

STORMVERMIN

The fur of larger Skaven tends to be darker than normal and for this reason black-furred Skaven are respected and feared by their brethren. These stronger, more vicious warriors are normally picked by the Warlords to create units of elite Stormvermin. Better equipped than the rest of their comrades, on the battlefield the Stormvermin normally form the bodyguard of Warlords and Grey Seers.

CLANRAT SLAVES

Masses of slaves are often pushed at the head of Skaven armies as a screen against missile fire or to test the strength of the enemy. Skaven generals send them to be butchered without hesitation, and other Skaven do not care about their fate at all.

SPECIAL RULE

Expendable: All Skaven units, except other units of Clanrat Slaves, automatically pass Panic tests caused by units of Clanrat Slaves.

RAT SWARMS

Countless numbers of ravenous rats are attracted by Skaven armies and pose a dire threat for any enemy unlucky enough to cross their path.

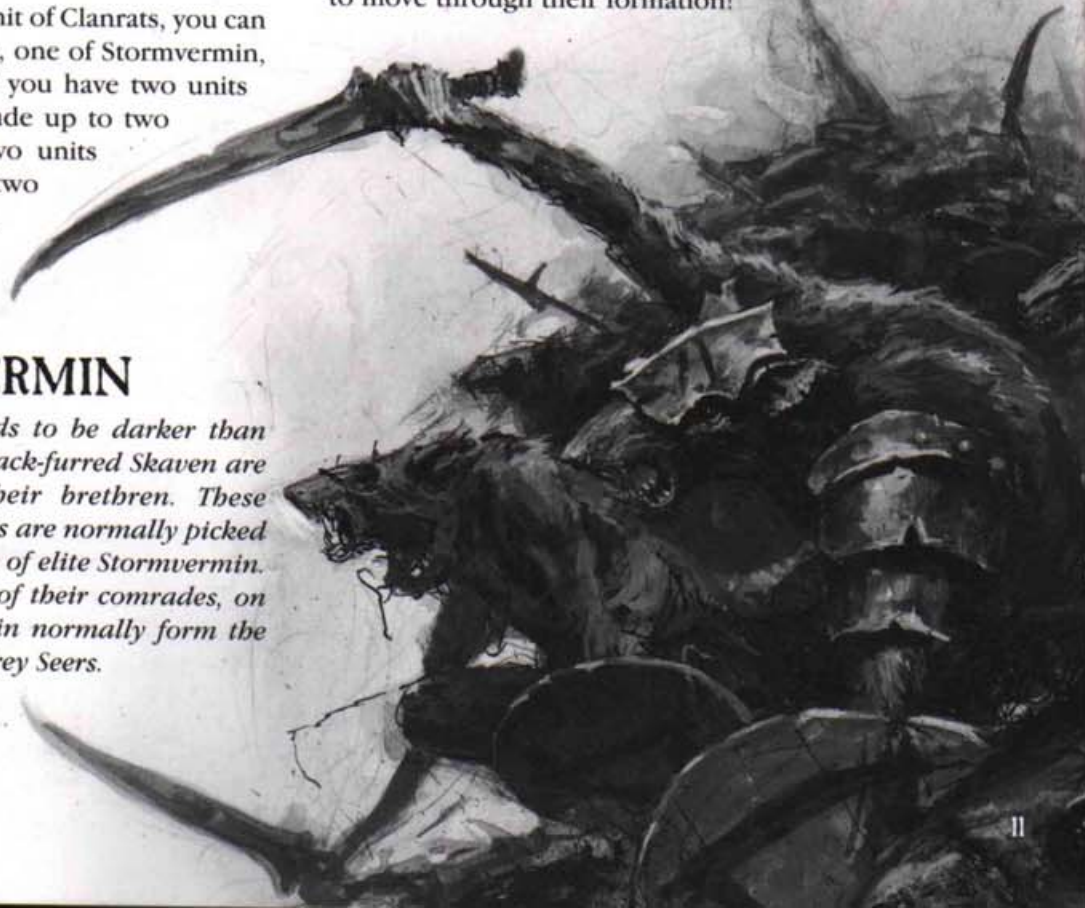
SPECIAL RULES

Expendable: All Skaven units automatically pass Panic tests caused by Rat Swarms.

Swarm: Swarms represent many creatures on a single 40mm x 40mm base. This base is treated as a single model with several Wounds and Attacks. A Rat Swarm base fights at full effect until it has taken 5 Wounds then it is removed. Rat Swarms are Unbreakable and cannot be joined by characters.

Skirmishers: A unit of Rat Swarm bases follows the same rules as for skirmishers.

Small: Rat Swarms don't block line of sight of other units. Note that this does not allow other skirmishers to move through their formation!



CLAN PESTILENS

The Skink picked its way carefully towards the stepped pyramid that lay overgrown and half-hidden beneath a sea of vegetation. It paused, listening for the raucous sound of birds that usually hung over the tropical land. There was nothing; the silence was unusual and menacing. Carefully, the Skink began to climb the cracked stone steps, its head darting warily from side to side. From its vantage point it could see others of its spawning stepping silently through the undergrowth below. As it neared the summit of the pyramid it halted, looking down. The crest on its head changed from a dull green to a bright red, a warning signal to the Saurus marching through the undergrowth below. Sun gleamed off bright bronze armaments as the resplendent ranks of Lizardmen came to a halt. Far in the distance a lone monkey howled before absolute silence descended, as thick and heavy as the humid air itself.

The blue-scaled Skink stood motionless on the steps of the crumbling pyramid, glassy eyes fixed onto the spawning pool below. The water was foul and corrupted, its surface black and reeking of disease. Deformed, unborn creatures could be seen below the surface, frozen in their desperate struggle to break free from the poisonous fluids. Some had tried to emerge, their bodies locked in contorted death throes. Filled with hatred and despair, the Skink swung its gaze to the other spawning pools; they too were fetid, horribly contaminated by unholy poison.

A strange sound emanated from the archway behind the Skink and its head came up sharply. The cold-blooded creature got a quick glimpse of movement, evil red eyes and cracked yellow teeth partially hidden beneath tattered robes, before the heavy flail.

trailing coiling green smoke, impacted with its head. Bone shattered, and the Skink was thrown off the stepped pyramid, landing heavily a dozen steps below before continuing to tumble to the base. Bloody and broken, its body landed in the midst of the motionless column of Lizardmen.

The Saurus raised their heavy heads towards the overgrown pyramid above them. The sound of claws scratching against stone carried across the heavy air, and an unending swarm of small, pallid shapes could be seen pushing from the deep cracks and fissures in the ancient pyramid structure. Countless thousands of clawing vermin, their fur patchy and diseased, descended the pyramid in a living tide. They swarmed over the Lizardmen who swatted at the scurrying creatures with heavy talons, the plagued rodents climbing thick scaled legs, biting frantically and flowing around the Saurus. Several of the powerful Lizardmen were swept to the ground and were quickly lost from sight, covered by the frenzied vermin.

Dark figures could be seen scrambling from within the ancient structure, emerging from the shadowed doorways at the top of the pyramid. Screaming incoherently, the robed Plague Monks hurled themselves down the steps towards the Lizardmen, their tattered robes flowing behind them like ragged wings.

The Plague Monks leapt off the pyramid steps, their blackened claws outstretched towards the Saurus warriors. The faces of the Skaven were foul and diseased, their fur matted and patchy, eyes milky and filled with repugnant sickness. Their expressions were twisted into visages of madness and hatred. They impacted against the burly Saurus figures with tremendous force, bowing many of them into their comrades behind. The Plague Monks lashed out around them in their frenzy, not caring who they struck, friend or foe, eyes wild and foam dripping from the corners of their mouths.

Teeth, claws and serrated blades slashed left and right, ripping at both tough Lizardmen hides and softer, furred flesh. The Saurus bellowed in rage, striking out with their primitive weapons and snapping bones in their vice-like jaws.

A towering Kroxigor roared its outrage as it stomped its heavy feet onto the scurrying vermin, raising its heavy obsidian axe over its head. It swept the weapon down in a vicious arc, smashing a plague-ridden Skaven into the lush earth. A wicked blade was plunged into its leg, and the huge Lizardman snarled, dropping its weapon. Turning with surprising swiftness, it grabbed the Skaven who was trying to wrench its blade from the creature's thigh. Hefting the Skaven into the air, the Kroxigor slammed the twisted creature into the ancient pyramid, spattering gore across the pale stone. Countless blades slashed at the thick skin of the Kroxigor, and it swung around, heavy fists crunching bone as they struck twisted Skaven bodies.

Thick green smoke descended around the Lizardmen formation as a group of fanatical Censer Bearers threw themselves from a stone platform above, smashing into the ranks of Saurus. Several of the burly Saurus sank to the ground gasping for air as the burning fumes were inhaled deeply into their lungs. A heavy spiked ball, oozing the evil smoke, smashed into the Kroxigor's cheekbone, knocking the creature to one side. Shaking its head briefly, it turned to face its assailant. Half of the Lizardman's face was blistering and liquefying, its eye turning a sickening pale colour. It bared its teeth, grabbing the frenzied Skaven in its powerful arms. Plunging its head downwards, the Kroxigor clamped its jaws onto the Plague Monk's neck, wrenching away a huge chunk of flesh in a spray of blood and fur. The Kroxigor spat out the foul meat, blood dripping between its teeth.

Another plague censer was swung at the Kroxigor, striking heavily at the immense creature's knee. Its leg buckled beneath it, and a swarm of Skaven leapt atop the fallen Lizardman, their blades rising and falling in a bloody fury. Still the creature struggled, choking the life out of another Plague Monk, crushing his neck in one huge hand. Frantically, the Skaven hacked at the Kroxigor until it was awash in dark blood, but still the creature held to its grip, even in death.

The Plague Monks quickly overran the surviving Saurus warriors as more of the crazed Skaven emerged from the darkness within the pyramid, hacking apart the Lizardmen corpses long after they had fallen. One of the Skaven raised his voice to a high pitched chant as he held a jagged knife in both hands high above his head, the last of the Saurus beneath him.

A hoarse shout cut through the crazed Plague Monk's frenzy, and he paused, blinking his eyes. A hunched and heavily robed figure hobbled forwards, a twisted staff clutched tightly in his decaying, shaking fingers. Again he shouted at the Plague Monk, sickly spittle spraying from its mouth, and the Skaven backed away from the intended victim. At the Skaven's impatient motions, several Plague Monks leaped forwards to pin the powerful Saurus' limbs. The Lizardman glowered up at the heavily cloaked Plague Priest standing over it, a dull growl echoing from within its barrel chest.

Fumbling with a dark, musty pouch, the Plague Priest pulled out a white rat, its eyes oozing foul fluids. The Skaven patted the rat lovingly as it squirmed in his hands. Barking another order, the Plague Monks tightened their grip on the Saurus. Bones creaking, the Plague Priest knelt over the Lizardman, holding the rat towards it. The Saurus snapped its jaws at the rodent and the Plague Priest pulled his pet back protectively. The Plague Priest stroked the rat lovingly, shuffling closer. Holding the rodent firmly, the decaying Skaven Priest dug a cracked, black claw deep into its mangy body. The rat squealed in distress, and its owner thrust it towards the Lizardman again. The rat struggled as it was squeezed painfully, just out of reach of the snarling Saurus. Corrupt, diseased blood dripped from the rat into the open mouth of the Lizardman.

Satisfied, the Plague Priest stood, shoving the limp body of the rat back into a pouch with an affectionate pat. He motioned, and the Plague Monks raised the Lizardman to its feet. Raising a cudgel, a Skaven clubbed the Lizardman heavily across the back of its head and it collapsed unconscious to the ground.

"Go, Lizard thing. Take take our precious yellow-skull fever back to your brood-den."

A gurgling laugh bubbled within the Plague Priest's chest as he turned and stalked away, leaning heavily on his crooked staff.



CLAN PESTILENS TROOPS

Centuries ago a Skaven expedition ventured into the steaming jungles of Lustria, only to be decimated by virulent tropical diseases and the reptilian warriors that defend that land. The few survivors, led by a Warlord whose name is lost in the mists of time, hid in the ruins of a temple they had discovered in the depths of the jungle. There they unearthed ancient secrets which should have been left forever undisturbed. Perhaps it was because of the knowledge they chanced upon, or perhaps their destiny was decreed by the Horned Rat, but these

Skaven mysteriously began to revere the very diseases that were slowly killing them.

A strange new breed of Skaven was born: the Plague Monks of Clan Pestilens.

Constantly plague ridden, they were capable of withstanding their diseases as long as they remained devoted to their festering god.

Soon the Plague Monks started to expand and their delirious ferocity became legendary among their enemies. The first to suffer at their hands were the Lizardmen. Several of their cities were wiped out by lethal plagues until powerful magic unleashed by the Slann forced Clan Pestilens to retreat. The majority of the Plague Monks abandoned Lustria and escaped to the South Lands, where they settled in the dark rainforests. From there they started to move north, spreading disease in their wake, until they reached the Old World.

When their emissaries reached Skavenblight, contact with their long-lost brethren was re-established. At first they were refused a seat in the Council of Thirteen, which resulted in a bitter civil war. The power of the Plague Lords, supported by those clans that did not agree with the policies of the Council, almost triumphed over the Lords of Decay. The Skaven population was devastated by the war and pestilence unleashed by the Plague Monks in their wrath. Finally the Lords of Decay agreed that the Plague Lords had proved their right to have a seat on the Council and Clan Pestilens agreed to put its powers at the service of the Thirteen.

CLAN PESTILENS TROOPS PROFILES

	M	WS	BS	S	T	W	I	A	Ld
Plague Priest	5	5	3	4	5	2	5	3	6
Plague Monk	5	3	3	3	4	1	3	1	5
Plague Deacon	5	3	3	3	4	1	3	2	5
Censer Bearer	5	3	3	3	4	1	3	1	5
Plague Rats	6	3	0	2	2	5	1	5	10

PLAGUE PRIESTS

The Plague Priests are the leaders of the dreaded Clan Pestilens. They spend their time celebrating the rituals of the Horned Rat in his aspect of Harbinger of Disease, and researching newer and deadlier plagues to unleash on the surface world. The hideous utensils which they use for their unholy work are known as 'Cauldrons of a Thousand Poxes', artefacts reeking of evil, within which they brew their fetid, bubbling concoctions of unspeakable foulness.

SPECIAL RULE

Frenzy: Plague Priests follow the rules for frenzy.

PLAGUE MONKS

Plague Monks form the bulk of Clan Pestilens' troops. They wear tattered robes and bandages to hide their horribly bloated, sore-covered bodies. So used are they to living with constant pain that they are impervious to it and must be literally chopped to pieces before they stop fighting with their characteristic fanatical zeal. The putrid stench and swarms of flies that always surround them are a feared sign of the presence of these acolytes of pestilence on the battlefield.

SPECIAL RULE

Frenzy: Plague Monks follow the rules for *frenzy*.

PLAGUE CENSER BEARERS

Only the most deranged and fanatical worshippers of disease are chosen for the honour of carrying a plague censer. These weapons are flails whose spiked heads are filled with burning warpstone incense. On the battlefield, groups of Censer Bearers advance in front of larger units of Plague Monks, reciting the *Liturgicus Infecticus*. When the enemy is in sight they charge, swinging their heavy censers. The cloud of poisonous gas that ensrouds them as they fight often proves as fatal to the Censer Bearers themselves as to their enemies. However, this is no deterrent to these lunatics who scream prayers of thanks to the Horned Rat even as they die with their lungs filled with a foul mixture of blood and pus.

SPECIAL RULES

Skirmishers: Censer Bearers are skirmishers.

Frenzy: Censer Bearers follow the rules for *frenzy*.

Hatred: Censer Bearers are affected by the rules for *hatred*, even if they are immune to all other psychology because of *frenzy*.

Disciples: Each unit of Censer Bearers must be deployed with at least one model within 3" of the unit of Plague Monks they have been bought with and must try to remain within 3" of it until the Censer Bearers declare their first charge. After the first charge (successful or not), they are overcome by battle lust and the unit is free to move as it wishes.

PLAGUE RAT SWARMS

The evil adepts of Clan Pestilens use rats as vessels of contagion to spread their lethal diseases. These animals are infected with one of the concoctions created by the Plague Priests and released into a city's sewers. There they contaminate the local rat population, which passes the diseases on to the inhabitants. Anyone bitten by one of these creatures will succumb to the virulent fever they carry.



SPECIAL RULES

Expendable: All Skaven units automatically pass Panic tests caused by Plague Rat Swarms.

Swarm: Swarms represent many creatures on a single 40mm x 40 mm base. This base is treated as if it were a single model with several Wounds and Attacks. A Plague Rat Swarm base fights at full effect until it has taken 5 Wounds then it is removed. Like all Swarms, Plague Rat Swarms are Unbreakable and cannot be joined by characters.

Skirmishers: Plague Rat Swarms follow the rules for skirmishers.

Small: Plague Rat Swarms don't block the line of sight of other units. Note that this does not allow other skirmishers to move through their formation!

Poisoned Attacks: Plague Rat Swarms have Poisoned Attacks.

CLAN ESHIN

Warlord Snikkit strode into his refuse-strewn den and threw his shield to the ground, startling several rats that fled into cracks in the walls. His heavy, rusted armour was stained with blood, and he chattered to himself in barely contained excitement. The day had been his. He had led the raiding party deep into the heart of his rival's territory, fatally crippling Clan Festus. He knew that even now the other warlords would be descending on the survivors, picking the now vulnerable clan to pieces like carrion.

As the Skaven leader basked in the glory of his perfectly executed victory, a shadow separated itself from the ceiling, dropping to land silently behind him, melding once again into the gloom. Snikkit's broken and torn whiskers twitched, and he turned his head suspiciously towards the darkness. His eyes widened in surprise as the shadow stared back at him, red eyes glowing like hellish coals in the darkness.

In a blur of movement, a black clad figure leapt towards the warlord, dragging the shadows behind it like a cloak. Dark bladed claws, bound to the creature's hands, slashed viciously through the air, and Snikkit threw himself backward to avoid the blows that would have opened his belly. Glaring at the assassin contemptuously, Snikkit drew his serrated blade, baring his sharp, yellow teeth.

His body and face wrapped tightly in black cloth, the assassin stepped forward slowly, each step perfectly balanced and silent. Darkness coiled around him like a living creature, and Snikkit's head hurt to watch the deadly foe. Snarling, the warlord lunged forwards, his heavy blade descending towards the assassin's head. The blow was swatted aside and the assassin launched a lightning counter-attack that scratched three lines of red blood across Snikkit's face, barely missing his eye.

The assassin stepped back, satisfaction gleaming in his cruel gaze. Warlord Snikkit felt his face beginning to go numb, and fear coursed through him. He could feel the poison pumping through his system, working its way towards his heart, and his vision began to swim.

With desperate strength, Snikkit lurched towards the assassin, who dropped into a crouch, his fighting-claws moving menacingly before him. Snikkit launched into a series of swift attacks, each turned aside by the assassin who moved with preternatural speed and finesse. The assassin caught the warlord's blade between the claws on one of his hands and snapped it with a sharp blow with the palm of his other. Stepping in close to the black-clad figure, the larger Skaven struck upwards with the hilt of his sword, a sharp crack sounding as the blow struck the Clan Eshin Adept's jaw. The assassin reeled backwards from the powerful blow and Snikkit, pulling a long dagger from its sheath, swiftly closed on the stunned figure.

Recovering quickly, the assassin swayed to the side, the slashing blade passing scant inches from his neck. Lashing out deftly, the assassin caught Snikkit's arm as it passed, twisting it sharply.

A squeal of pain erupted from Snikkit's throat as his shoulder was wrenched from its socket, and he dropped his dagger to the floor. The assassin punched upwards, the palm of his hand landing sharply against the warlord's overextended elbow joint. A shriek of pain followed the sickening crunch that sounded loudly through the room, and the warlord's arm fell limply to his side.

Mad with pain, Snikkit latched onto the assassin's scrawny neck, his dirty, broken nails cutting into the black-furred throat. The assassin struggled frantically, but could not break from the warlord's powerful grip. With a feral snarl, the enraged Skaven warlord lunged forwards, his sharp, yellow teeth flashing towards the assassin's face. Struggling desperately, his eyes filled with horror, the assassin turned his face away from the savage attack. Snikkit's teeth sank into the side of the black garbed figure's face, tearing viciously at the flesh.

Snikkit snarled again, spitting blood from his mouth, his eyes wild with fury and pain. Lifting the assassin by the throat, he slammed the black-clad figure brutally into the wall. There was a sharp crack as ribs shattered. The assassin slid to the ground, gasping for breath. Snikkit bent to the floor, picking up a heavy, partially gnawed bone and hefted it menacingly, staring balefully down at the broken assassin.

"Fool-fools... think mighty Lord Snikkit could be taken so easily, they do?"

The warlord stiffened suddenly, his eyes widening in disbelief. Blood rose from his throat in a gurgling froth. A second assassin wrenched his dark, serrated blade from the warlord's back. The blood on the assassin's dagger mixed with the foul greenish liquid seeping from the blade and dripped hissing to the floor. The heavily armoured Skaven fell.

Staring blindly at the dark ceiling, Warlord Snikkit lay on his back, his tail twitching as his body went into a series of convulsions. The assassins drew back into the shadows, disappearing into the darkness once more. For a moment their eyes could still be seen glowing malevolently, before they too vanished from sight.



CLAN ESHIN TROOPS

Clan Eshin disappeared into the East early in Skaven history and had been considered lost for many centuries. When its members returned to Skavenblight they were changed. During that long period in contact with the mysterious human cultures of Inja, Cathay and Nippon, the Skaven had learned much, especially about the arts of stealth and assassination. From then on, Clan Eshin has found a clear role in Skaven society – its assassins have become the force which the Council of Thirteen uses to uphold its decisions and maintain its reign of terror among the clans. Of course, the services of Clan Eshin are often hired by many other influential Skaven to spy on their rivals or to 'remove' political opponents who are too successful.

Clan Eshin also provides light skirmishing troops and units of infiltrators to any Warlord who is willing to pay their exorbitant price.

CLAN ESHIN TROOPS PROFILES

	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	6	5	4	4	2	8	3	8
Gutter Runner	6	4	4	3	3	1	5	1	7
Black Skaven	6	4	4	3	3	1	5	2	7
Night Runner	6	3	3	3	3	1	5	1	6
Nightleader	6	3	3	3	3	1	5	2	6

ASSASSINS

The Assassins are the masters of the secret lethal arts of Clan Eshin. They have the reputation of being able to turn invisible, appearing from the shadows only to deliver poisoned death to their destined victims.

SPECIAL RULES

Poisoned Attacks: All mundane hand weapons and throwing stars used by Assassins count as Poisoned.

If a poisoned missile weapon needs 7 or more to hit, a roll of 6 does not automatically cause a wound – if the attack hits, roll to wound as normal.

Scout: If not deployed hidden, the Assassin can be deployed on his own as a Scout.

Hidden: If you wish, any Assassin in your army may start the game hidden in one of the following units: Clanrats, Stormvermin, Night Runners and Gutter Runners (not in Tunnelling Teams – too dangerous!).

Hidden Assassins are not placed on the table but are assumed to move with the unit they accompany. At the start of the game, note down which unit they are hidden in. If the unit is wiped out or flees off the table before the Assassin is revealed then the Assassin is lost and Victory points are scored as normal. Before he's revealed there is no other way he can be harmed.

Hidden Assassins may be revealed at the beginning of any of your turns or at the start of any Close Combat phase. The player declares that his unit contains an Assassin and places the model amongst the ranks where it can fight, displacing a normal rank-and-file model (not a character, champion, musician or standard bearer) to the rearmost rank. If there are no such models in the front rank, the Assassin is placed in the second rank until there is enough room for him in the first rank. Assassins always strike first in the round of close combat they are revealed, even against chargers. If an enemy model is also entitled to always strike first, the model with higher Initiative strikes first (roll a D6 if they have equal Initiative).

Leadership: Units in a Skaven army can never use an Assassin's Leadership, and an Assassin cannot be the army's General (therefore your army must include at least one other character to act as the General).

NIGHT RUNNERS

These units of fast skirmishers are notorious for the low survivability of their troops. This is the Esbin way to ensure that only the worthy make it to the ranks of the Gutter Runners.

SPECIAL RULES

Skirmishers: Night Runners are skirmishers.

GUTTER RUNNERS

Gutter Runners are skilled at infiltrating behind enemy lines, scouting ahead of the main Skaven force and hiding in a position that will allow them to jump out at the right moment to ambush the crew of enemy war machines, or to cut down wizards or enemy officers. Sometimes these stealthy fighters use the tunnels that make up the labyrinthine Skaven Under-Empire to make an unexpected attack on the vulnerable rear of an enemy force.

SPECIAL RULES

Skirmishers: Gutter Runners are skirmishers.

Scouts: Gutter Runners are Scouts.

Tunnelling Team: Each unit of Gutter Runners can be upgraded to a Tunnelling Team. Tunnelling Teams can deploy according to the rules for Tunnelling.

TUNNELLING RULES

Suicide Mission: Due to the dangers involved in tunnelling, characters will never join these teams.

Tunnelling: Tunnelling Teams aren't deployed at the beginning of the game, but use the following rules:

After both sides have set up (including Scouts), place a tunnel marker anywhere on the battlefield (a coin will do). At the beginning of each Skaven turn, except for the first, roll a D6 to determine if the Tunnelling Team emerge:

First turn:	N/A
Second turn:	4+ to emerge
Third turn:	3+ to emerge
Fourth turn:	2+ to emerge
Fifth turn:	Emerge automatically

When the team emerges, roll a Scatter dice and an Artillery dice. If you roll a Hit on the Scatter dice, the marker stays in place; if you roll an arrow, move the marker the distance indicated by the Artillery dice in the direction shown by the arrow.

Once the final position of the marker has been established, replace the marker with one of your models and place all the other models within 2" of the first one. The team emerges at the beginning of the turn (this is the very first thing they do that turn) and can then act normally, even declare a charge!

If the marker is moved under an enemy unit, the Tunnelling Team will automatically engage it in close



combat on the side that is closest to the marker (the team counts as charging). If the marker is moved under a friendly unit or impassable terrain, place the Tunnelling Team on the closest edge of the unit/obstacle. If the marker is moved off the battlefield, the team has got lost (as per result 3-4 on the Mishap table below).

If you roll a Misfire, roll a D6 and consult the Tunnelling Mishap table below.

Tunnelling Mishap Table (D6)

1-2: *Cave in!*

The tunnel collapses and the team is killed. The enemy gets Victory points for its destruction.

3-4: *Where are we?*

The team has got lost and emerges slightly away from their intended target, maybe in a pigsty, the lair of a huge monster or into the courtyard of a Bretonnian castle. The team does not take any part in the battle, but the enemy does not earn any Victory points for it.

5-6: *I told you to turn left!*

The team almost made it, but went in the wrong direction for the last few hundred yards. Your opponent can place the marker anywhere on the battlefield and deploy the Skaven models as they emerge. The models cannot move in the Movement phase of the turn they emerge (except for fleeing if they fail a Terror or Panic test), because they are too busy trying to work out where they are and blaming each other for reading the map wrong.

CLAN MOULDER

"Forwards! Only one left! Get it, get it!" screamed the pale furred Master Moulder, gesturing wildly towards the blood drenched, heavily armoured figure.

The vampire stood in the centre of the courtyard, surveying his surroundings coldly. His sword, dripping with blood and gore, was held relaxed in one heavily mailed hand. The entire keep seethed with life, Skaven scrambling over each other in a roiling, hateful mass, pushing towards him from all sides.

Huge rats the size of wolves erupted through the sewer grates, pushing into the overrun keep. They were twisted creatures, their form perverted through countless unspeakable experiments. Great spines of bone protruded through matted fur, while others of these giant vermin had multiple limbs roughly grafted onto their torsos and long metal claws attached to their paws. One had a grimacing, distorted face erupting from its side; another had a scaled tail hanging limply behind it, oozing black foulness. The vampire frowned as another disturbing mutation pushed itself forwards. A human head had been roughly sewn to a giant rat body. The face twitched and gibbered uncontrollably, its tongue hanging loosely from its gaping mouth. A Skaven raised a cruelly barbed whip, lashing out at his giant rat charges. The spikes tore into the monstrous rodents' backs, and they leaped forwards in a wild frenzy.

Matching their savage attack with unmatched skill and power, the undead warrior hacked his weapon through fur, flesh and bone with ease. He cut a bloody swathe around him, revelling in the bloodshed. The dead were piled thickly around the Blood Dragon's legs, yet his unliving body showed no sign of fatigue. A whip lashed out, wrapping around the vampire's arm. With a snarl, he wrenched on the weapon brutally, pulling the Skaven off its feet towards him. The packmaster died, coughing blood, as it was impaled on the Blood Dragon's blade.

Again, the Skaven drew back, not wishing to get within killing range of the deadly warrior. They crushed bones beneath their clawed feet, the remnants of the keep's defenders, their spirits free after centuries of servitude.

Seeing a pale-furred Skaven towards the rear who acted like a leader, directing the creatures around it with a cruel whip, the vampire levelled his sword in its direction, his eyes filled with menace. He had seen the last of his brethren dragged under the press of the foul rat-beings, their immortal lives cut short by these sickening creatures. His voice echoed ominously through the keep.

"A challenge! Step forth creature, and meet my blade in combat!"

The Master Moulder looked at the armoured figure in shock, his eyes wide. The vampire radiated strength and power, a menacing, tall figure drenched in blood. The Skaven fingered his whip nervously, feeling the eyes of his brood on him waiting for his reaction. Silence settled over the keep and he shrank under the vampire's gaze.

A feral glint touched the Skaven's eyes and he glared at his enemy. Turning his head, the Skaven shrieked in his obscene language into the darkness behind him. A trio of hulking forms moved towards the flickering light of the torches, their massive shoulder muscles rippling and flexing. They stepped into the light, and the Rat Ogres' lips drew back to reveal immense, rotting teeth. Rough stitching covered their bodies. Some areas of flesh were scaled, others furred, the whole image being that of a nightmarish patchwork monstrosity. One of the beasts had sheets of rusted metal haphazardly riveted into its flesh. A thick stream of drool dripped from its powerful jaw. Another had had its forearm amputated and a series of crude blades hammered into the stump, a blood-soaked bandage wrapped around the wound. Chunks of glowing warpstone replaced its eyes, the skin around the sockets blistered and weeping. The eyes of the other two creatures were small and burned red, unintelligent and full of barely checked fury.

The Master Moulder grabbed the heavy chain around the neck of one of the beasts, pulling it hard. The mutated creature growled dangerously and the Skaven raised a scarred hand, pointing at the vampire. The Rat Ogres turned their gaze as one towards the defiant figure, their growls rumbling deep in their massive chests. They took a menacing step forwards.



"Challenge strong Clan Moulder, dead-thing? Accept your challenge. I do."

The three monsters pounced forwards, their speed seeming at odds with their overwhelming bulk. They moved straight towards the Blood Dragon who stood in a relaxed combat stance, supremely confident of his abilities.

The vampire stepped forwards to meet the Rat Ogres head on, ducking below a lethal swipe with preternatural speed, slashing his immense, ornate broadsword across the creature's belly. It roared in outrage and pain as dark blood pumped from the wound, guts spilling to the cobbled ground. It sank to its knees, its lifeblood pooling around it. A massive fist punched towards the Blood Dragon, who swept his weapon down with tremendous force to meet the attack. The mighty arm was severed at the elbow, the twisted creature roaring in pain. With a lightning move, the vampire reversed his blow, and thrust his sword up through the beast's throat, pushing it forcefully until the point exploded from the back of its neck, stuck fast. The monstrous creature grabbed its adversary by the shoulder, claws almost a foot long pushing through his ornate armour, and hurled him across the courtyard. The vampire smashed heavily into a stone parapet, a blow that would have broken the bones of any mortal being.

Rising into a crouch, the undead knight's face twisted into a vicious snarl, his long black hair hanging wildly before his eyes. As the warstone-eyed Rat Ogre thundered towards him, the

Blood Dragon leapt from the ground towards the huge monster, landing with vice-like hands clutched to its thick neck.

Plunging his sharp canines into the side of the creature's neck, the vampire savagely ripped its throat out with a vicious twist. The monstrosity fell to the ground heavily, and the Blood Dragon turned towards the Skaven leader, streams of dark blood gushing from his mouth. The Skaven's heart began to beat wildly, and it began to push back frantically through the press of Skaven, seeking to put as many of his minions between him and the avenging vampire that began to stalk steadily towards him.

A towering shape loomed up behind the vampire. A huge taloned hand closed around the warrior's head, lifting the struggling figure high into the air. With a gurgling roar, ornate sword still embedded in its throat, the Rat Ogre smashed the vampire's head into the ground with brutal force. Time and time again the wounded monster pounded the Blood Dragon into the cobbled courtyard until his head was little more than a bloody pulp.

The Skaven horde sprung forwards, swarming over the vampire and tearing him limb from limb in a gory frenzy. The Rat Ogre fell to its knees, pawing weakly at the sword in its throat. The Skaven leader turned to its subordinate, pointing towards the dying creature.

"Take it to the pens, stitch it up quick-quick! This one shows great promise."

CLAN MOULDER TROOPS

Clan Moulder has its stronghold in the depths of Hell Pit, far north of Praag, in the land called Kislev by its human inhabitants. Its proximity to the Northern Wastes, together with the huge reserves of warpstone in its mines, make Hell Pit a nightmarish receptacle of the mutating energies of Chaos. The Masters of Clan Moulder have learned the art of controlling these mutations and use them to create ferocious fighting beasts in foul experiments that combine mad surgery and the darkest of magics. The Packmasters capture many different animals and monsters from the lands south of Hell Pit, but most of their subjects come from the savage Northern Wastes and the dangerous Troll Country. They study the creatures they capture and experiment on them with feverish imagination. Often they crossbreed those monstrosities in an attempt to create new specimens which carry the most dangerous traits of both species involved. Other times they try direct implantation of severed organs and limbs. All these experiments involve the use of their infamous mutating balms, that contain finely powdered warpstone to focus the mutating energies of Chaos on the unfortunate creatures.

These foul oils make even the most extreme changes possible, allowing Clan Moulder to violate the laws of nature in their unholy quest to make the ultimate fighting beast.

Clan Moulder sells its creatures to all Warlord clans and is therefore a much respected and sought-after ally for the ever-warring Skaven.

CLAN MOULDER TROOPS PROFILES

	M	WS	BS	S	T	W	I	A	Ld
Master Moulder	6	5	3	4	4	2	6	3	6
Packmaster	6	3	3	3	3	1	4	1	5
Rat Ogre	6	3	0	5	4	3	3	3	5
Giant Rat	6	3	0	3	3	1	4	1	3

MASTER MOULDERS

Mutated by many years of exposure to large amounts of warpstone, the Master Moulders are disturbing creatures. They sometimes appear on the battlefield to inspect the impact of their creations and find inspiration on how to make them even more deadly. Their presence instils a great deal of fear and discipline in their minions, and even the most powerful Rat Ogres shy away from these vicious Skaven, a clear testament of their great skill at inflicting pain on all living creatures.

SPECIAL RULE

Beastmaster: All Clan Moulder units within 6" of a Master Moulder can re-roll any failed Psychology test.

PACKMASTERS

The Packmasters goad packs of Clan Moulder war beasts into the ranks of the enemy. They are notorious for their skill in the use of the whip, a weapon that they learn to use with unparalleled ability. The Packmasters' intelligence, coupled with their creatures' ferocity, are an extremely dangerous combination on the battlefield.

GIANT RATS

Clan Moulder has grown these horrible rat-beasts to the size of wolves, retaining their ferocity and everlasting hunger. Relatively easy to breed, these are the cheapest beasts for the Warlord clans to buy from Clan Moulder and are therefore quite a common sight in Skaven armies. A seething mass of stinking fur and sharp fangs, these creatures can overwhelm even the most disciplined enemies.

SPECIAL RULES

Mixed Units: Giant Rats and Packmasters fight in mixed units. In these units, Packmasters and any character that joins the unit can be placed anywhere within the unit (but they normally tend to accumulate towards the back...). Missile hits and impact hits against these units are randomised as follows: roll a D6, 1-5 hits a Giant Rat, 6 hits a Packmaster.

Remember that you use the best Leadership in the unit to take Leadership tests, so the Giant Rats won't need to use their own Leadership as long as one Packmaster is alive.

Loss of Packmasters: If all Packmasters are killed and no characters are in the unit, Giant Rats must charge the closest enemy in sight or, if no enemies are within charge reach, move as fast as possible towards the nearest enemy (in the Compulsory Moves phase).

RAT OGRES

Rat Ogres are the masterpiece of Clan Moulder's mad research. They are massive bulking monsters, created from a warped mix of different creatures. Only the strongest Rat Ogres survive the terrible conditions that the Packmasters impose on them from birth, forcing them to compete for food and shelter. The ones that survive to maturity are little more than a mass of sinewy muscles and razor-sharp claws, moved only by their strong instinct to kill and completely dependant on the Packmasters for guidance.

SPECIAL RULES

Fear: Rat Ogres cause *fear*. Packmasters in a Rat Ogres pack are immune to *fear* as if they caused *fear* themselves because of the confidence they draw from being in the company of such awesome beasts.

Mixed Units: Rat Ogres and Packmasters fight in mixed units. Rat Ogres always form the first rank and can never be placed in the second and following ranks (they would attack each other otherwise!). Packmasters and characters joining the unit are formed up behind them, never in the first rank, but these units never get a rank bonus.

Missile hits and impact hits against these units are randomised as follows: roll a D6, 1-4 hits a Rat Ogre, 5-6 hits a Packmaster.

When manoeuvring, consider only the Rat Ogres and then place the Packmasters at the back of the Rat Ogres' line. Rat Ogres cannot end their move in snaking formation.

Loss of Packmasters: If all the Packmasters are killed and there are no characters in the unit, the Rat Ogres suffer from *stupidity*.



CLAN SKRYRE

The Warlock Engineer stood motionless, his eyes filled with malevolent amusement as the screams of the dying echoed up the dark passage. Chieftain Skritt of Clan Liskit glanced nervously towards the figure standing at his side as the rival clan attacked once more. Skritt found his gaze unconsciously drawn once again to his Clan Skryre ally's left arm. The hand had been roughly severed, replaced by an arcane looking pronged device. Strange, green-tinged electricity danced over its dark blades, lighting the darkness.

From his position atop the rough barricade, the chieftain could see the enemy Clanrats swarming up the dark, circular tunnel. They moved as an unstoppable wave, overrunning the defenders below through sheer weight of numbers. Skritt looked around hurriedly for an escape route, for the living tide of Skaven would surely smash aside the hastily erected Clan Liskit defences.

The arcane scientist twisted a few knobs built into his arm and a humming sound erupted from the arcane machinery worn on his back. Skritt backed slowly away from the Warlock as he felt the air fill with barely controlled energy, making his fur stand on end and his whiskers twitch uncomfortably.

As the Warlock thrust his arm over the barricade, energy began to course through his form. His body acted as a living conduit for the arcane power that suddenly erupted from the blades embedded in his arm. Green lightning sprang from the tips of the bizarre contraption, arcing down into the sea of brown fur scampering towards the barricade. The lightning split into a number of contorting arcs of light, passing through Skaven and striking those behind while other tendrils of power earthed harmlessly into the stone floor. Clanrats convulsed in their death throes as energy coursed through their bodies.

With a sharp twist of another knob, the energy flowing through the Warlock came abruptly to a halt. His body continued to tremble with the aftermath of the power, and sparks flashed around his eyes. He shook his head, dissipating the last of the energy.

Flickering sparks danced over the foetid water pooling on the ground below, before they too died out. Still the wave of Skaven scampered up the passageway, trampling those killed by the techno-sorcery of Clan Skryre beneath countless clawed feet.

A quick glance was exchanged between the Warlock and the chieftain and they turned as one, leaping from the barricade into the refuse below their position. They scurried across the ground until they reached the massed ranks of the Clan Liskit warriors. Behind the two fleeing Skaven, the barricade was quickly overrun, the raiders clambering over each other, their cruel blades clamped tightly between their teeth.

Turning his head, the Engineer motioned forwards with his one heavily gloved hand. From out of the gloom, a large shape rolled forwards, an unearthly green glow pulsing from within. A pair of misshapen Skaven pushed the wheeled contraption forwards, their milky eyes staring blindly forwards. The chieftain watched the ungodly Clan Skryre war machine as it was heaved between ranks of the Clanrats, the Skaven scrambling over each other to keep away from the glowing contraption. The Warlock's eyes lit up with an insane gleam.

The assaulting Skaven swarmed down the passage, packing the circular tunnel with their overwhelming numbers. The Engineer turned his mad gaze on Skritt.

"Send in your slaves now, quick-quick!"

Bobbing his head in response, the chieftain barked his orders at his subordinates, gesturing wildly at the approaching Skaven. With the crack of whips, the slaves were led forwards, their emaciated bodies covered in weeping sores and whiplashes. Heavy brass collars bound their scrawny necks, and the clinking of rusting chains echoed through the corridor as they shuffled forwards.

The slaves, Skaven captured on one of Clan Liskit's many raids, were whipped forwards until they stood before the tide of invading Clanrats. The enemy smashed into the slaves in a fury, carving through their ranks with ease.

Many of the slaves turned to flee, panic washing over them, but they were whipped and struck from those behind who urged them ever forwards. Caught between these two forces, the slaves were being ripped limb from limb and trampled beneath the surging crowd.

The Warlock Engineer nodded to the Skaven standing atop the bizarre Clan Skryre contraption. Raising a paw to his arcane goggles, the Engineer tapped a button on his temple and a pair of mirrored lenses flicked down to cover his eyes. Skritt stood uncomprehending, watching as a lever was clicked forwards on the immense arcane creation.

A sudden surge of painful light filled the dark corridor, and Skaven dropped to the ground, clutching at their burning eyes. The Warlock smirked behind his protective goggles as a wave of heat washed over him. A huge, twisting bolt of green-tinged light erupted from the barrel of the warp cannon, shooting forwards into the mass of tightly packed Skaven, bouncing around the corridor and enveloping all in its path. The Skaven slaves and enemy Clanrats were engulfed as one, the contorting bolt punching searing holes through all in its path.

Smaller green arcs separated from the main beam, leaping around the corridor in a frenzied dance of devastation, lunging from one Skaven to another. The surge of energy struck the barricade, splintering the rotting wood that exploded outwards under the intense force. The bolt continued up the corridor, bouncing along the walls into the distance, and darkness descended once more.

The corridor floor was strewn with twitching furred bodies, innumerable Skaven figures lying broken and burnt, and the whimpers of the dying cut through the unearthly silence. The foul smell of burnt flesh and fur filled the corridor as the Warlock Engineer turned to Chieftain Skritt, who cowered on his knees in the filth, paws clutched tightly over his aching eyes.

"Price for aid of almighty Clan Skryre most agreeable, yes-yes?"



CLAN SKRYRE TROOPS

Clan Skryre specialises in the blending of evil magic and arcane Skaven technology. Its members, better known as Warlock Engineers, constantly experiment to create newer and more powerful weapons of mass destruction. They often steal war machines from other races and then strive to 'improve' them in their own unique way. This almost invariably involves the inclusion of warpstone-based mechanisms that increase the weapons' potential for destruction, but also tend to make them much more unstable. Other races would consider such weapons far too dangerous for large scale use on the battlefield, but Skaven have a different attitude, normally accepting a few losses from their own weapons as normal. After all, that's what slaves are for!

The most recent addition to Clan Skryre's arsenal is the powerful warp-lightning cannon. This bizarre gun is powered by a huge chunk of raw warpstone. Its magical energy is channelled through a series of lenses that amplify and concentrate it. When the weapon is fired, a bright green bolt of lightning surges from the weapon's muzzle, powerful enough to shatter mountains (at least in theory!).

By selling the services of their specialised weapon teams to the constantly warring clans, the Masters of Clan Skryre have achieved an unparalleled level of influence and are at the moment the most important of the four greater clans.

CLAN SKRYRE TROOPS PROFILES

	M	WS	BS	S	T	W	I	A	Ld
Warlock Eng.	5	3	3	3	3	2	4	1	5
Globadier	5	3	3	3	3	1	4	1	5
Warplock Jezzail	5	3	3	3	3	1	4	2	5
Weapon team	5	3	3	3	3	1	4	2	5
Warp-lightning cannon	5	-	-	-	6	3	1	-	5

WARLOCK ENGINEERS

These techno-mages are equipped with complex harnesses that allow them to visualise the ever-mutating winds of magic, so that they can tap into the flow of power and use its energy for their powerful destructive spells.

WARPLOCK JEZZAILS

Jezzail teams consist of two Skaven, one armed with a long-barreled rifle and the other carrying a shield that he props up to defend the team and to present a firm point to rest the weapon on. The Jezzail fires bullets of refined warpstone that explode on impact, making a mockery of the thickest armour.

SPECIAL RULES

Jezzails: Jezzails are missile weapons with a maximum range of 36" and Strength of 6. They are Move-or-fire and Armour Piercing weapons.

Skirmishers: Jezzail units are skirmishers. All normal skirmishers' rules apply. This means that they have a 360° arc of sight and can therefore turn on the spot to fire in any direction without counting as moving. If charged, first turn the model charged to face the charger and then form up the unit around it.

Cavalry Base: Jezzail teams are made of two Skaven models mounted on a single cavalry base. Treat them exactly like cavalry models. This means that they have a Unit Strength of 2 and get a 6+ basic armour save (to represent the fact that there are effectively two models to kill, similar to cavalry models). This also explains their two Attacks. The only difference from normal cavalry is that they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them.

Pavise: The heavy shield carried by the Skaven at the front is very effective against missile weapons, but too bulky to be of any use in close combat. It confers a 5+ armour save against ranged attacks only (normal and magical missiles). This combines with the team's basic save for a total armour save of 4+ against missiles.

Reliable: Jezzails are the most reliable weapons developed by Clan Skryre (they're almost safe!). For each Jezzail that obtains a result of 1 on its roll to hit, roll another dice. If this second dice rolls a 2-6 the shot was a dud and all is fine, but if the result is a 1, the gun has a serious problem. To represent this, the Jezzail hits itself (roll to wound as normal).

POISONED WIND GLOBADIERS

Globadiers are highly specialised troops armed with deadly poisoned wind globes. These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the Warlock Engineers in their secret laboratories. Small groups of Globadiers can often be found scuttling on the flanks of Skaven armies, lobbing their grenades against knights and other elite units, whose armour is no defence at all.

SPECIAL RULES

Skirmishers: Globadiers are skirmishers.

Poisoned Wind Globes: Globes are thrown weapons (see page 90 of the Warhammer rulebook). They have a maximum range of 8". Each globe that hits wounds any target on a 4+, with no armour save allowed.

If a Globadier rolls a 1 on his dice to hit, he has dropped the globe or the fragile sphere has broken in his hands. Resolve the hit against the Globadier himself, but he will be wounded only on a 5+, to take into account his protective gear.

WEAPON TEAMS

Teams of two Skaven armed with Ratling Guns and Warpfire Throwers often follow units of Clanrats, supporting them with their lethal firepower.

SPECIAL RULES

Cavalry Base: Weapon teams consist of two Skaven models mounted on a single cavalry base. Treat them exactly like cavalry models, except where otherwise specified. This means that they have a Unit Strength of 2 and get a 6+ basic armour save (to represent that there are effectively two models to kill, similar to cavalry models). This also explains their two Attacks.

Skirmishers: Weapon teams are single-model skirmishing units. All normal skirmishers' rules apply. This means that they have a 360° arc of sight and can therefore turn on the spot to fire in any direction without counting as moving. If charged, turn the model to face the charger.

Attached: Weapon teams must be deployed at the same time and within 3" of the unit of Clanrat Warriors or Stormvermin they have been bought with. After that they are free to move as they like, and they count as a separate unit for the rest of the game (including for the purpose of calculating the enemy's Victory points).

As long as they are within 3" of the unit they have been bought with, they can use that unit's rank bonus to modify their own Leadership. Enemies wishing to target a weapon team with missile fire or spells have the same limitations as when targeting single characters on foot, as long as the weapon team is within 3" of a friendly unit of at least five models of similar size or larger.

Weapon teams can never charge into close combat, even if frenzied.

Ratling Guns

Range	Str	Damage	Save	Notes
15"	4	1	-2	Move or fire

To fire the gun, first you have to determine how many shots are fired. To do this, roll a D6: the result is the amount of shots fired. You can now decide whether to stop or to roll a second dice. The result of the second dice is added to the first and their total will be the amount of shots fired. You can now stop or choose to continue firing, repeating the same process. When you decide to stop, check the distance to the target and, if it is within range, all shots fired will automatically hit.

You can continue to roll dice as long as you want, but if you roll a DOUBLE (ie, you roll a duplicate of one of the numbers already rolled), the Ratling Gun suffers some kind of malfunction while firing. As soon as you roll a double consult the Misfire Chart below.

Note that Ratling Guns can stand & shoot.

RATLING GUN MISFIRE CHART

Double 1 or double 2: Jammed! The pump powering the firing mechanism loses pressure before the crew can fire. No shots are fired this turn.

Double 3 or double 4: Whoops!!! The steam pump controls malfunction and a cloud of green steam surrounds the crew as the gun spins around wildly. Roll a Scatter dice – all the shots (including the ones rolled with the last dice, the one that has caused the Misfire) are fired in the direction shown by the arrow by the half-blinded and disoriented crew, hitting the first unit in their path within 15", friend or foe!

Double 5 or double 6: BLAM! The weapon builds up excessive pressure and the release mechanism locks shut. No shots are fired this turn, the weapon explodes and the team is torn to shreds.

Warpfire Throwers

Range	Str	Damage	Save	Notes
Artillery dice	5	D3	-2	Move or fire

Place the flame template with its narrow end touching the Warpfire Thrower and the large part aimed at the target. The target must be in line of sight to shoot at it. Roll the Artillery dice and move the template the amount of inches shown by the dice towards the target to see where the warpflame lands. The template can overshoot a target – the team squirts the warpflame in too high an arc. Determine which models are hit as per a breath weapon (see the Warhammer rulebook). A unit suffering any casualties must take a Panic test. If you roll a Misfire, the weapon doesn't fire, roll a D6 on the chart below.

WARPFIRE THROWER MISFIRE CHART

1-2: Kaboom! Place the large circular template centred on the barrel and resolve the hit as normal. After this, the team is automatically removed.

3-4: The barrel catches fire! The team runs desperately 2D6" in a random direction (the model with the barrel in front), stopping if it comes in contact with anything, then explodes. Place the small circular template over the barrel and resolve the hit as normal. After this, the team is automatically removed.

5-6: The weapon's nozzle blocks and squirts burning fuel over its crew. Work out the effect as if the team had been hit by their own weapon.

Note that this model can stand & shoot – fire the weapon as soon as the charge is declared, before the enemy moves.

WARP-LIGHTNING CANNON

The Warp-lightning Cannon is crewed by two slaves, who provide the muscular power needed to move the gun around, and by a Skryre adept who orders the slaves around and fires the gun. The magical energy of the warpstone powering the gun is also used by the Skryre adept to strengthen the slaves, giving them enough muscle to move and spin around the heavy machine with ease. The unfortunate side effects of this exposure to raw warpstone energy mean that the slaves normally survive for less than a day. Just long enough...

Range	Strength	Damage	Save
8D6"	Artillery dice	D6	Normal

MOVING THE CANNON

Warp-lightning Cannons follow all the movement rules for chariots. In addition, because of the unnatural strength of the slaves moving it, the Warp-lightning Cannon is allowed to march.

The Warp-lightning Cannon can never charge into combat and, if charged, must always declare a flee reaction, even when pursued or overrun into (the warpstone gives strong foretelling powers to the Skryre adept, allowing him to perceive the enemy attack in advance, and it bestows enough strength to the slaves for them to quickly carry out his orders to retreat).

ATTACKING THE CANNON

The Warp-lightning Cannon has a single stat-line, like a chariot. An unsaved wound caused by a Strength 7 hit or greater destroys the cannon automatically.

The Skryre adept uses the energy of the warpstone to create a shimmering magical shield, protecting himself and the gun from incoming missiles and spells. The warpstone confers a 4+ Ward save to the Warp-lightning Cannon. This save does not protect it from any of the effects of the Misfire chart.

FIRING THE CANNON

The Warp-lightning Cannon is a Move-or-fire weapon, like all other war machines.

To fire the Cannon, first point it in the direction you wish to fire. Note that the special warpstone-powered aiming sight allows the Skryre adept to see through terrain and troops, so you don't need a clear line of sight to the target. The Cannon can be fired in **any** direction, even through your own troops – no restriction applies whatsoever. For convenience, it's better if you indicate a model as a target, and line up the barrel towards it.

When the machine is fired, a bolt of lethal warpstone lightning is released in a straight line from the Cannon's muzzle. Roll 8D6 and total the score to determine what the range in inches the lightning projected from the gun is going to be that turn.

Determine which models are hit in the same way as you would do for the bounce of a cannon ball, except that all models (friends and foes) lying along the entire line's length are hit. There is no need to randomise hits if the line goes through models engaged in close combat with the enemy, all the models lying under the line are hit, as simple as that (note that this is an exception to the normal rules for shooting in close combat).

Roll an Artillery dice. Models hit by the lightning suffer an automatic hit at the Strength rolled by the Artillery dice.

Armour saving throws apply as normal, modified by the Strength of the Cannon.

If you roll a Misfire, refer to the Misfire chart on the right.

EFFECTS OF TERRAIN

Linear obstacles do not stop the bolt, nor do woods or wooden buildings. Only hills, high stone walls, such as castle walls, and rock formations can stop it. It is a good idea to agree with your opponent which terrain features on your table will block the lightning before starting to deploy your troops.

If the Cannon and its targets are on a different level, for example if the target is on a hill, some amount of abstract thinking is required. Before firing the gun you must declare whether it is firing up or flat. If firing up, the beam hits only targets that are on-hills, castle walls or other positions that put them higher up than the tabletop level. If firing flat, only models on the table will be hit and a hill/castle wall would block the beam. If the Cannon itself is on a hill/castle wall, it can either fire flat, hitting all models in similar positions, or fire down, hitting all models in front of it on the same hill first and then all models on the tabletop level (the bolt being stopped by other hills, castle walls, etc).

WARP-LIGHTNING CANNON MISFIRE CHART

1-2: The machine and its crew disappear in a green fireball. Remove them.

3-4: Place the large template over the warpstone chunk inside the cannon. All the models under the template, including the cannon, suffer a hit at D6 Strength.

5-6: The gun overloads with energy and starts spinning wildly under the effect of mysterious forces. It finally stops, firing an unbelievably powerful burst. Pivot the gun on the spot so that it faces in the direction indicated by a Scatter dice and resolve a shot at maximum range and maximum Strength (48" and Strength 10!), firing flat.



THE SCREAMING BELL

Screaming Bells are unholy altars from which the Grey Seers preach to the the Skaven. The Bell is an ever-present symbol in the legends describing the creation of the Skaven race, and its sound reaches deep inside the evil hearts of the rat-men, inspiring awe and devotion. In battle the ominous sound of the Bell can be heard above the clamour of the fighting, a message of death for the rat-men's enemies and of victory for the Skaven.

MOVING THE SCREAMING BELL

The Screaming Bell is a special chariot ridden by a Grey Seer and must be fielded in a unit of Clanrats or Stormvermin. It cannot move on its own, but depends on the unit of Skaven surrounding it for movement. If the Bell's unit is ten or more models strong, it can move at its normal speed. If the unit suffers casualties and is reduced below the minimum of ten models, the unit loses 1" from its Movement value for every model under ten. So, if there were nine Skaven pushing it, they'd have a Movement of 4, eight would have a Movement of 3, etc. If the unit is reduced to five or less models, it cannot move any more. The Grey Seer can never voluntarily leave the Bell, nor can the unit pushing it.

The Bell's unit moves as normal, marching, charging and pursuing at normal speed, etc. The Bell must be placed at the front of its unit, and it must be placed as centrally as possible in the unit. The unit's rank bonus is calculated normally, treating the bell as an equivalent number of models (see the diagrams on the right). The Bell's unit cannot move through obstacles and any terrain that is not open terrain.

The Bell's unit is reassured by the presence of the holy artefact and is therefore Immune to Psychology. If the Bell's unit is broken in combat and flees, they abandon the Bell. If this happens, the Bell itself and the striker are automatically destroyed by the enemy, while the Grey Seer abandons the Bell and flees on foot together with the unit that was pushing it. The enemy can pursue the fleeing Skaven unit as normal.

Victory points for the Bell are awarded separately from those for the Grey Seer, in the same way as for a ridden monster/chariot.

When casting spells from the Bell, the Grey Seer can measure a spell's range from any point of the Screaming Bell's carriage.

Screaming Bell Profile (includes the striker):

M	WS	BS	S	T	W	I	A	Ld
-	0	-	5	6	6	0	-	-

SPECIAL RULES

The Screaming Bell is a large target and has a Unit Strength of 4 (5 with the Grey Seer).

The Screaming Bell has a Ward save of 3+, representing hits that bounce off the indestructible Bell of the Horned One itself. The Grey Seer does not benefit from this save, but gets the normal 5+ armour save from being on a chariot, representing the shelter he gets from the Bell's carriage.



1) Bell at the front of the unit and as central as possible.
+3 Rank Bonus



2) The same unit after suffering casualties.
+2 Rank Bonus
(If one more model dies, the rank bonus drops to +1, as the last rank would be less than four models).

Unsaved wounds caused by a hit with a Strength of 7 or more destroy the Screaming Bell automatically. On the other hand, every time one such wound is saved by the Bell's Ward save, the Screaming Bell will immediately ring with three dice as described below. Any new effects generated in this way replace effects that were lasting from a previous ringing of the Bell.

The Screaming Bell and the unit pushing it have Magic Resistance (2).

The Screaming Bell adds two dice to the Skaven pool of Power dice in the Skaven Magic phase. These dice can be used only by the Grey Seer.

The Grey Seer can take advantage of his high position, drawing line of sight for his spells over the heads of the Bell's unit (remember, the Bell is a large target). In addition, he is free to cast spells all around, not only in the unit's line of sight.

MISSILE FIRE AGAINST THE BELL

Enemies with a line of sight to the Screaming Bell may choose whether to target the Bell or its unit with their missile fire.

Missile hits (normal and magical) against the Bell are randomised as normal for characters riding chariots, so a result of 6 would hit the Grey Seer, and any other result hits the Screaming Bell.

CLOSE COMBAT AGAINST THE BELL

If the Bell's unit charges in close combat, the Bell causes D6 impact hits on the unit charged. In close combat, enemies in base contact with the Screaming Bell can choose to attack either the Screaming Bell or

the Grey Seer, in the same way as with a character riding in a chariot. Since the Bell has a Weapon Skill of 0, all attacks directed against it will hit automatically. The Grey Seer can fight against enemies all around the Screaming Bell. The striker is too busy ringing the Bell and can't fight.

If the Grey Seer refuses a challenge, he can declare that he's hiding behind the Bell for protection. The Grey Seer is not moved from the Bell, but he cannot fight and cannot be attacked for the duration of that combat engagement. The challenger is free to attack any other model he's in base contact with, including the Bell itself (if he's in base contact with it).

RINGING THE BELL

In the Skaven Shooting phase, the striker can ring the Bell, even when it is engaged in close combat.

First declare if you are going to roll one, two or three dice (ie, decide how much effort the striker is putting into hitting the Bell). Then roll them, add their results together and consult the chart below.

Score Result

- 1-3 No effect.
- 4-5 The Bell and its unit cause *fear* until the next Skaven Shooting phase.
- 6-7 The Bell and its unit are *stubborn* (despite being immune to Psychology) until the next Skaven Shooting phase.
- 8 All cavalry units and ridden monsters on the battlefield must take a Panic test. Undead cavalry and ridden monsters must take a Leadership test as if their General had been destroyed (they can use the General's Leadership if within 12" of him).
- 9-10 All models with Toughness 7 or more on the battlefield suffer D3 wounds. Armour saves apply as normal. Empire Steam Tanks and all buildings suffer D6 points of structural damage. Roll 4D6 on the appropriate damage chart for each section of a castle on the table.
- 11-12 All Skaven units on the battlefield (even Clan Moulder beasts and units that are normally immune to psychology!) are subject to *hatred* against all enemies until the next Skaven Shooting phase.
- 13! All enemy units must take a Panic test. Undead units must take a Leadership test as if their General had been destroyed (they can use the General's Leadership if within 12" of him).
- 14-15 The Bell and its unit cause *terror* until the next Skaven Shooting phase.
- 16-17 All Skaven units on the battlefield (even Clan Moulder beasts and units that are normally immune to psychology!) are subject to *frenzy* until defeated in combat.

If the dice rolled include a double or a treble result (two fours, or two fives, or three sixes, etc), something has gone wrong:

Double: The effect rolled on the chart still applies as normal. In addition, the distorted resonance of the Bell causes both the Grey Seer and the unit pushing the bell to suffer D3 Strength 2 hits each, with no armour saves allowed.

Treble: The effect rolled on the chart does not apply and the Bell itself is destroyed! Remove the Screaming Bell model and place the Grey Seer on foot inside the unit. Both the Grey Seer and the unit pushing the Bell suffer D6 Strength 4 hits each, with no armour save allowed. Note that the Grey Seer also suffers the normal Strength 5 hit due to his 'chariot' being destroyed.



SKAVEN ARMOURY

CLAN PESTILENS

PLAGUE CENSER

A censer consecrated to the Horned Rat and filled with lethal burning warpstone is used as a weapon by its crazed bearers (it counts as a flail). In addition, when the censer is swung around violently it creates a deadly cloud of warpstone vapours. If the bearer is in base contact with an enemy at the beginning of the Close Combat phase (both the Skaven player's and the enemy's), all models in base contact with one or more models armed with a censer must take a Toughness test, as should the bearer himself. If the test is failed, the victim suffers 1 wound with no armour save. All Clan Pestilens Skaven and models with the Mark of Nurgle fail the test only on a roll of 6. The wounds caused by the gas are resolved before impact hits but after Assassins are revealed and challenged models are moved.

Wounds caused by the gas count for combat resolution. Models killed by the gas are close combat casualties and therefore don't get to fight back.

CLAN MOULDER

WHIP

Counts as an additional hand weapon if the bearer is in base contact with an enemy.

In addition, it can be used in a similar way to a spear, allowing the bearer to make one Attack (regardless of the model's number of Attacks) through a rank of Rat Ogres. The same applies to Giant Rats, except that whip-armed models can attack over any number of ranks of Giant Rats.

An enemy model cannot attack back against whip-armed models if it is not in base contact with them.

CLAN ESHIN

SMOKE BOMBS

An Assassin equipped with these bombs uses them to create a diversion and disappear in a puff of smoke when things are starting to look bad in a fight.

If the Assassin is fighting on his own (ie, he is not inside a unit and not part of a multiple combat) and has to flee from a close combat, enemy units have to roll 4+ on a D6 to be able to pursue him. Note that the Assassin cannot choose not to use the bombs.

CLAN SKRYRE

WARLOCK PISTOL

A warlock pistol follows the normal rules for pistols, except that it has a range of 10" and a Strength of 5. In addition, warlock pistols are Reliable (see p.27).

WARP-BLADES

These arcane tools come in the shape of large blades attached to poles or implanted directly into the Warlock's arms, with many wires and cables feeding them the warp energy accumulated by him.

The warp-blades give the bearer +1 Strength and allow him to cast the Warp Lightning spell through them. Note that this only provides the bearer with the knowledge of the spell, but the player must spend Power dice to cast the spell as normal.

UPGRADED WARP-ENERGY CONDENSER

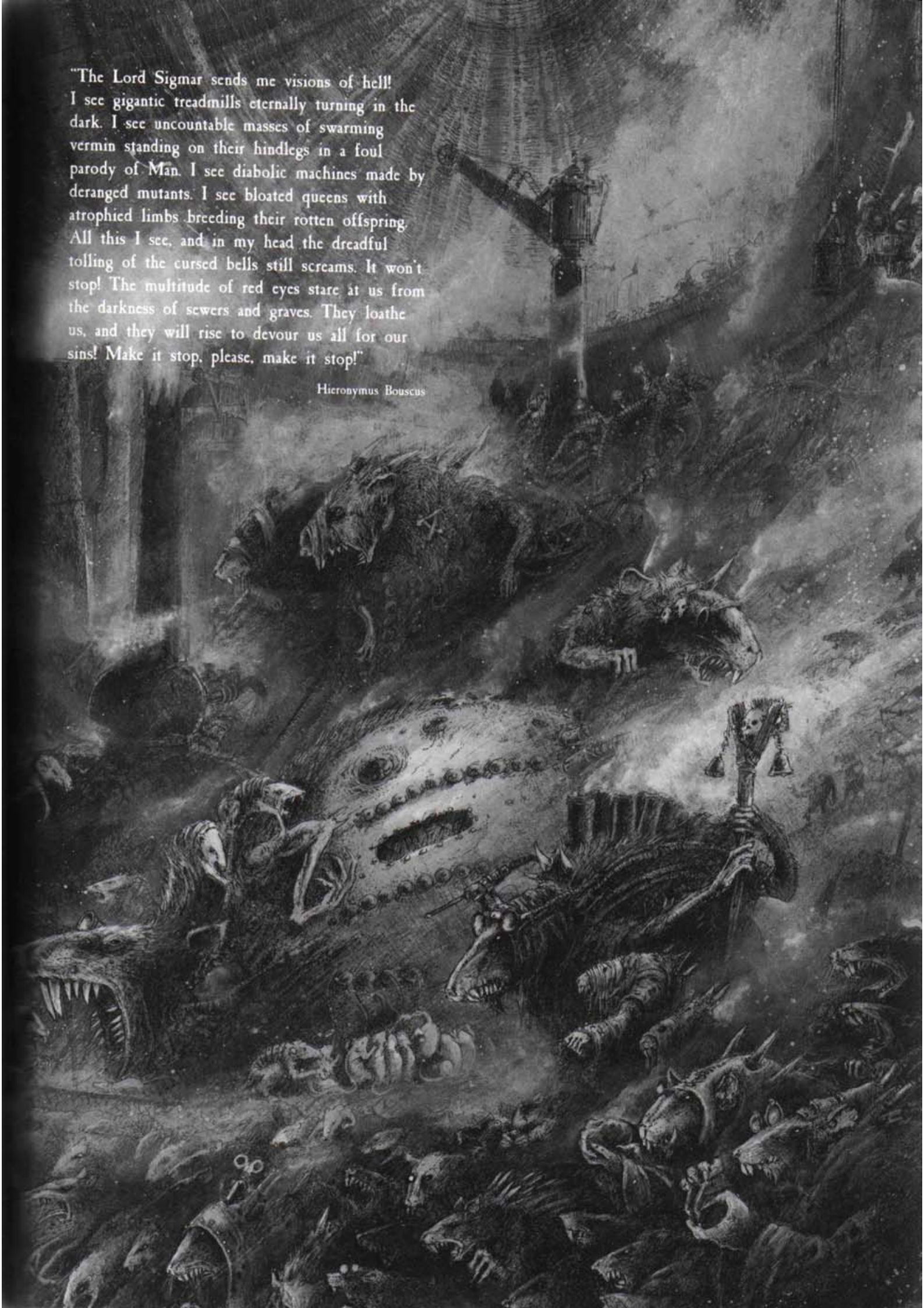
This allows the bearer to cast the Warp Lightning spell with one dice more than he is normally allowed.

SUPERCHARGED WARP-POWER ACCUMULATOR

This improved generator creates one extra Power dice in each Magic phase of the controlling player. The dice is added to the player's pool.

"The Lord Sigmar sends me visions of hell!
I see gigantic treadmills eternally turning in the
dark. I see uncountable masses of swarming
vermin standing on their hindlegs in a foul
parody of Man. I see diabolic machines made by
deranged mutants. I see bloated queens with
atrophied limbs breeding their rotten offspring.
All this I see, and in my head the dreadful
tolling of the cursed bells still screams. It won't
stop! The multitude of red eyes stare at us from
the darkness of sewers and graves. They loathe
us, and they will rise to devour us all for our
sins! Make it stop, please, make it stop!"

Hieronymus Bouscus



MAGIC OF THE HORNED RAT

Skaven magic works in a slightly different way from other kinds of magic.

GREY SEERS

Grey Seers are Level 4 Wizards and know four spells. At the beginning of the game roll a D6 and consult the chart below for each spell they have.

If you roll a spell that the Grey Seer has already obtained, you must re-roll and keep re-rolling until he gets a spell he doesn't have yet.

After all of a Grey Seer's spells have been rolled for, he can decide to swap one of them for the Skitterleap spell, if he does not already have that spell.

D6	Spell	Casting Value
1	Skitterleap	4+
2	Warp Lightning	5+/9+
3	Vermintide	7+
4	Pestilent Breath	8+
5	Death Frenzy	9+
6	Plague	13+

WARLOCK ENGINEERS

Warlock Engineers are not natural-born wizards. They try instead to control the energies of the winds of magic by means of their weird sorcerous science. Warlock Engineers go to war wearing impressive pieces of equipment which are known as warp-power accumulators.

These warpstone powered machines are carried on the Warlock Engineer's back and are often partially implanted into his body. They pick up and concentrate the energy of the winds of magic through an antenna that is worn by the Skaven scientist on his tail. They also include an eyepiece that allows the Warlock to see the mutable ebbs and flows of the magical energies in the ether.

In gaming terms, Warlock Engineers are Level 1 Wizards, but they don't know any spells. They can buy extra pieces of equipment that make use of their arcane technology to improve their ability as Wizards (see the Skaven Armoury).

IRRESISTIBLE FORCE

When Skaven Wizards roll two or more 6s when casting a spell, the spell is not cast with Irresistible Force. On the other hand, if the total they roll on their dice is a 13 (before any modifier is applied) then the spell is cast with Irresistible Force.

WARPSTONE TOKENS

Skaven Wizards begin the game with a number of Warpstone tokens equal to their level.

Before casting a spell, a Skaven Wizard can declare that he is eating some of his Warpstone tokens to boost his powers, generating extra Power dice. He can eat any number of tokens to cast a spell, as long as he has enough tokens left. When casting the spell, roll one extra dice for each Warpstone token used. These extra dice are added to the casting total, counting as normal Power dice and can cause a Miscast and Irresistible Force.

This allows the Skaven Wizards to use more dice than they are normally allowed for their level. You can cast a spell without using any normal Power dice and only with warpstone generated dice if you want.

For any of the warpstone generated dice that rolls a 1, the Skaven Wizard suffers a wound, with no saves of any kind allowed. The results of Miscasts still apply as normal to Skaven Wizards.

When using both normal Power dice and warpstone generated ones, it is best to use dice of a different colour to represent the warpstone generated Power dice (green is best!), or to roll them separately.

SKAVEN SPELL LIST

Skitterleap

Cast on 4+

This spell can be cast on the Wizard himself or any other friendly man-sized character within 12", even if engaged in close combat. With a "bamf!" the character disappears in a puff of smoke, leaving only a smell of brimstone behind. It reappears anywhere on the battlefield, but must be placed at least 1" away from enemy models. This spell cannot be used on a Grey Seer riding a Screaming Bell.

Warp Lightning

Cast on 5+/9+

Warp Lightning is a *magic missile* with a range of 24". It can be cast at a casting value of 5+ or 9+ (declare before rolling the dice). If successfully cast, it hits its target and causes D6 Strength 5 hits at casting value 5+ or 2D6 Strength 5 hits at 9+. Each result of 1 that is rolled when determining the number of hits caused by any version of the spell hits the caster rather than the enemy. For example, if a 4 and a 1 are rolled to determine the 2D6 hits caused, the enemy suffers four hits and the caster suffers one.

Vermintide

Cast on 7+

Place the large round template in base contact with the Grey Seer to represent the huge mass of rats summoned by the spell. Then move the template in a straight line 4D6" away from the Grey Seer. The template can cross any type of terrain except castle walls and water features. All units touched by the template, even if only grazed, suffer 3D6 Strength 2 hits (the caster is never hit and a unit he is in is hit only if another of its models are touched by the template). The spell then disappears. If the caster is engaged in close combat and casts this spell, no template is used. Instead, roll 3D6 and distribute the hits evenly among all units engaged in the fight (friend and foe). The caster himself never suffers hits from the Vermintide – don't allocate any hits on him, even if he's alone.

Pestilent Breath

Cast on 8+

Place the flame template in base contact with the Wizard and anywhere in his arc of sight. Models whose bases are completely under the template are automatically hit and models whose bases are partially covered are hit on the roll of a 4+. Models hit suffer a Strength 3 hit with no armour save allowed. If the caster is engaged in close combat and casts this spell, no template is used. Instead, each unit engaged in the fight (friend and foe) suffers D6 hits. The caster himself never suffers hits from the spell.

Death Frenzy

Cast on 9+

This spell can be cast on a friendly unit within 18", even if engaged in close combat. If successfully cast, the unit is affected by *frenzy* until it loses a combat engagement. The spell itself does not remain in play, but the effect lasts until the unit loses a close combat. If the spell is cast on a unit which is already *frenzied* (because of this spell or for any other reason), the unit will go into a state of *death frenzy*. The rules for *death frenzy* are the same as those for *frenzy*, but the affected models gain one further Attack, for a total of +2 Attacks on their profile. Units that are *death frenzied* must roll a D3 at the end of each Skaven turn. The number rolled is the number of wounds suffered by the unit (randomised as per shooting, if needed). No armour saves are allowed against such wounds.

Plague

Cast on 13+

Choose any one unit, friend or foe, within 18" of the Grey Seer, even if engaged in close combat. Each model in the affected unit must take a Toughness test. If the test is failed (remember a 6 is always a failure), the model suffers a wound, with no armour save allowed. If cast on a unit engaged in close combat, all units involved in the fight (from both sides) will be affected.

After working out the effects of the spell and removing casualties, roll a dice:

D6/Result

1-2 The spell backfires. The opponent can decide to either end the spell or choose any one unit that is within 6" of any unit that has been affected by the spell during this Magic phase. The chosen unit will be affected by the spell (see above).

3-4 The spell ends.

5-6 The casting player can decide to either end the spell or choose another target within 6" of any unit that has been affected by the spell during this Magic phase.

If there are no targets within range, the spell ends.

After working out the effects of the spell, roll another dice on the chart above and continue to apply the results until the spell ends.

Units cannot be affected twice by this spell during the same Magic phase, even if the spell is cast by another Wizard during the same phase.

TOOLS OF SUPREMACY

Skaven magic items are mighty, destructive artefacts. Their magic is so harmful and unreliable that the results are often dangerous, even for the Skaven themselves.

COMMON MAGIC ITEMS

SWORD OF STRIKING 30 points
Weapon; +1 to hit.

SWORD OF BATTLE 25 points
Weapon; +1 Attack.

SWORD OF MIGHT 20 points
Weapon; +1 Strength.

BITING BLADE 10 points
Weapon; -1 armour save.

ENCHANTED SHIELD 10 points
Armour; 5+ armour save.

TALISMAN OF PROTECTION 15 points
Talisman; 6+ Ward save.

DISPEL SCROLL 25 points
One use only
Arcane; Automatically dispel an enemy spell.

POWER STONE 25 points
One use only
Arcane; +2 dice to cast a spell.

STAFF OF SORCERY 50 points
Arcane; +1 to dispel.

WAR BANNER 25 points
Banner; +1 combat resolution.

MAGIC WEAPONS

FELLBLADE 85 points
The Fellblade was created by the Skaven to destroy the Necromancer Nagash. It is made from ore smelted from warpstone and mixed with stolen gromril. So deadly is the Fellblade that even its wielder will eventually succumb to its effects.

The Fellblade's wielder has Strength 10. Each unsaved wound is multiplied into D6 wounds. Roll a dice at the end of the wielder's turn: on a 3+ there is no effect; on a roll of 1-2 the wielder suffers 1 wound with no armour save allowed.

THE GOUGER 50 points
The potent blade of this foul weapon is engraved with twisted markings and is capable of slicing through the finest armour with ease.

No armour saves are allowed against wounds caused by the Gouger.

BLADE OF BLACK FURY 50 points
A Skaven wielding this is invigorated with sorcerous energy that pulses through his body.

The sword confers +2 Attacks to the wielder.

WARPSTONE STARS 50 points
Clan Eshin only
These throwing weapons are coated with deadly poison which eats through armour and flesh.

The model can throw as many Warpstone Stars in a single Shooting phase as it has Attacks on its profile (all against the same target). Treat them as normal throwing stars, but with a range of 10" and Strength 5. Each unsaved wound is multiplied into D3 wounds.

WEeping BLADE 45 points
This weapon weeps a black and corrosive venom which can burn through armour and slay with the merest touch.

The wielder has +1 Strength. Each unsaved wound is multiplied into D3 wounds.

CURSED BLADE OF DELIRIUM 45 points
Enemies fighting the bearer of this maddening weapon become confused and befuddled, making it hard for them to strike back.

The wielder's Weapon Skill is raised to 10.

HEADSPLITTER 40 points
The twisted runes on this sling guide its bullets invariably towards the eyes, throat or any other weak spot in the hide of huge and very tough monsters.

This is treated as a normal sling, but against models with Toughness 5 or more, it always wounds on a 2+ with no armour saves allowed.

DESOLATE BLADE 40 points
This ancient weapon is imbued with dark power and glows with a pulsing green light.

The sword confers +2 Strength to all close combat attacks made by the wielder.

DWARF-SLAYER 35 points
This wicked and ancient weapon was fashioned as the Skaven battled to wrest the Worlds Edge Mountains from the Dwarfs.

Against Dwarfs, the wielder always wounds on a 2+. Armour saves suffer a -3 modifier, regardless of the wielder's Strength.

BLADE OF CORRUPTION 30 points

Clan Pestilens only

Seething with the foul energies of pestilence, this blade, wielded by the favourite disciples of the Horned God, brings corruption and death to those unfortunate enough to be struck by it.

Once an enemy has suffered an unsaved wound from this weapon, he must roll a dice at the beginning of each of his turns. On a roll of 1-3 he will suffer one wound, with no armour save allowed.

LANGUISHER SWORD 25 points

The Languisher Sword is a blade forged from broken shards which causes all opponents to become weak and sluggish when fighting the wielder.

The wielder of the sword always strikes first in close combat, even before enemies that have charged. If the wielder is fighting another enemy who is also entitled to strike first (because of spells, special abilities, etc), then resolve attacks in Initiative order. If both combatants' Initiative values are equal, roll a dice to determine who strikes first.

DEATH GLOBES 20 points

Clan Skryre only

The variety of poisoned wind globes carried by Warlock Engineers are a vastly improved variant of the globes carried into battle by Globadiers, being both more deadly and less prone to shattering in the hands of the thrower.

The character can throw one Globe per Shooting phase. Place the small round template with its centre anywhere within 8" of the character. Scatter the template and resolve hits as you would for a Stone Thrower template. All models hit suffer a wound on the result of a 4+, with no armour save allowed. If you roll a Misfire, centre the template on the model throwing the globe.

BLADE OF NURGLITCH 20 points

The merest scratch from this rusted weapon, covered in filth and slime, is instantly infected and turns gangrenous.

Enemy models lose 1 point of Toughness from their profile for each unsaved wound they suffer, to a minimum of Toughness 1.

THINGS-CATCHER 20 points

Clan Moulder only

This is the weapon wielded by the greatest heroes of Clan Moulder, used to catch the prey they need to conduct their foul experiments upon.

This weapon requires two hands to use and confers the Killing Blow special ability (see page 112 of the Warhammer rulebook).

MAGIC ARMOUR

RUST ARMOUR 50 points

This is an ancient, decaying suit of armour, held together with the power of dark sorcery.

Gives a 5+ armour save that can be combined with other armour as normal. In addition, if the wearer is wounded by a hit with a Strength sufficiently high to completely cancel his armour save (or a hit that does not allow armour saves at all, such as from a cannon ball), the wound is discounted but the armour falls to pieces and is destroyed.

WARPSTONE ARMOUR 35 points

Warpstone Armour contains powdered warpstone that is mixed in with the metal during the forging process, and radiates a poisonous aura.

Gives a 4+ armour save that can be combined with other armour as normal. For each successful armour save in close combat, the armour inflicts a Strength 4 hit against the enemy that struck the blow.

CAUTIOUS SHIELD 25 points

This large magical shield emphasises a natural trait in Skaven nature.

Gives a 6+ armour save that can be combined with other armour as normal. The bearer can force one model in base contact to lose 1 Attack (he can choose which Attack in the case of opponents with different Attacks, such as cavalry models).

In addition, the model can decide not to attack at all, but to wield the shield with two hands and concentrate on defence. If he decides to do this, the chosen enemy will lose 2 Attacks. The player must declare which way the shield will be used at the beginning of each Close Combat phase, before any side strikes blows.

TALISMANS

TWISTED CROWN OF THE HORNED RAT 50 points

The crown is crafted from sharp barbs of corroded and tangled metal that push their way deep into the skull of the wearer, sending dark, invigorating energy through his body.

The Twisted Crown gives the wearer the Regeneration ability (see page 113 of the Warhammer rulebook).

TENEBOUS CLOAK 30 points

This grey cloak is made of spider-silk, magically moulded into its shifting form. It swims around the wearer with a life of its own, concealing him from view and turning aside arrows and hostile magic.

This item confers a 3+ Ward save to the wearer against normal and magical missiles.

THE FOUL PENDANT 30 points

Sickly green smoke radiates from this rat-skull token. This solidifies before incoming attacks; returning to smoke once more when the blow is deflected.

The pendant confers a 5+ Ward save to the bearer.

WARPSTONE AMULET 25 points

The Warpstone Amulet radiates disharmony, hostility and confusion, so that anyone who attacks its bearer becomes dazed and bewildered.

The Amulet confers to the bearer a 4+ Ward save. At the end of the game roll a D6. On the result of 1, the character succumbs to the mutating power of the warpstone and counts as a casualty for the purposes of allocating Victory points, and cannot contest table quarters. No re-rolls are allowed for this final roll.

RING OF DARKNESS 25 points

The bearer of this ring creates an area of almost impenetrable darkness when gazed upon by a creature that makes use of magical sight.

The bearer and the unit he is with have Magic Resistance (1). Also, when a spell, magic item or any other scrying magic would force the Skaven player to reveal magic items or any other 'hidden' presence in the unit, the Skaven player must only reveal the presence of this ring. Everything else remains hidden.

ARCANE ITEMS

WARPSTORM SCROLL 50 points

Scroll; Bound Spell (Power Level 5); One use only

As the words of this scroll are read aloud, the sky darkens, lightning charging the air with electricity.

All units of flyers within 24" of the caster suffer D6 Strength 6 hits. Flying monsters and their riders within range also suffer D6 Strength 6 hits, randomised like shooting hits.

WARP SCROLL 30 points

Scroll; Bound Spell (Power Level 5); One use only

The Grey Seers write Warp Scrolls using quills dipped in the blood of an enemy slain through treachery. As their words are read aloud, the parchment crumbles to dust.

The scroll's spell has a range of 24" and can be cast on any unit which is visible to the bearer. The spell contained in the scroll inflicts one Strength 3 hit on every model in the unit. If the unit suffers any casualties, it must take a Panic test.

STORM DAEMON 25 points

Bound Spell (Power Level 4);

Warlock Engineers only

The Storm Daemon is a warpstone-powered device, created by the Warlock Engineers, that crackles with barely contained power.

Once in each of his own Magic phases, the bearer can cast the Warp Lightning spell (the weakest version only, see page 35). The spell requires no Power dice to cast as all the power is provided by the Storm Daemon itself.

Roll a D6 every time it is used. On a 1 the Storm Daemon runs out of power and cannot be used for the rest of the battle.

EYE OF THE HORNED RAT 25 points

The Eye is imbued with warpstone energy which can be channelled by the bearer by holding the stone firmly to his head.

The Wizard can decide to activate the Eye at the beginning of each of his Magic phases. On a result of 2-6 add one Power dice to the Power dice pool. If a 1 is rolled, no dice are added to the pool and instead one dice is removed from the pool.

WARPSTONE TOKEN 10 points

These pieces of refined warpstone are consumed by Skaven wizards to power their spells. This is a dangerous technique but this does not stop the Skaven in their hunger for power.

See the rules for Warpstone tokens in the section on Skaven magic on page 34.

In a similar way to scrolls, all Skaven wizards in the army can buy as many Warpstone tokens as they can afford within the limit of the points they can spend on magic items. Buying one or more tokens does not count as taking an Arcane item.

ENCHANTED ITEMS

CLOAK OF SHADOWS 50 points

Clan Eshin only

This is woven from the hair of murdered foes, and casts shadows of darkness around its wearer.

In order to shoot or cast a spell against the bearer, enemy units first need to roll a 5 or 6 on a D6. If they fail, they can choose a different target, choose to cast a different spell, etc. If the bearer is inside a unit or is engaged in close combat, the cloak has no effect.

SKALM 50 points

One use only

Skalm is a foul smelling substance that Skaven smear on wounds to increase the rate of healing.

Use once, at the beginning of any phase (own or enemy's). Skalm cures all wounds suffered so far by the bearer.

BRASS ORB

50 points

One use only

When thrown, the Orb opens a crack in the plane of reality for a split second, sucking those in its vicinity into the twisting Realm of Chaos.

Once per battle, the user can throw the orb exactly like a Death Globe (see the rules for this magic item on page 37). Models hit must take an Initiative test or be destroyed, with no saves (of any kind) allowed. Remember that a 6 is always a failure, but characters are allowed a 'Look Out Sir!' roll as normal. An Empire Steam Tank hit by the orb suffers 3D6 points of damage.

SKAVENBREW

50 points

Skavenbrew is a concoction of warpstone and blood milked from all manner of foul creatures.

A character can feed Skavenbrew to the unit he is with at the beginning of the battle. The Skavenbrew will have no effect on other characters in the unit. Roll a D6 to determine the effect of the Skavenbrew:

D6 Result

- 1 No effect.
- 2-3 The unit and the character are frenzied.
- 4-5 The unit and the character *bate* all enemies.
- 6 The unit and the character are frenzied and *bate* all enemies (despite being immune to psychology due to *frenzy*). In addition, the unit suffers D3 wounds from overexertion at the end of every Skaven turn (distribute them as missile hits, no armour save allowed).

LIBER BUBONICUS

40 points

Clan Pestilens only

This foul book is inscribed with the clandestine lores of corrupt magic, and contains the secrets of every pestilence and plague in the world.

The bearer is a Level 1 Wizard, but has no Warpstone tokens. He knows the Pestilent Breath spell.

BANDS OF POWER

25 points

Bound Spell (Power Level 4)

These tarnished armbands, when clasped together, imbue the wearer with unnatural power.

Once per Magic phase, the user can cast the spell bound within the bracers. The spell requires no Power dice to cast as all the power is provided by the bands. The spell doubles the model's basic Strength value until the beginning of his side's following Magic phase.

WARPSTONE CHARM

25 points

One use only

Jewels of pure warpstone are often worn by wealthy Skaven as lucky charms.

This item allows its bearer to re-roll any single dice roll once during the game. This can even be used to effectively cancel a Miscast or cause Irresistible Force.

MAGIC STANDARDS

STORM BANNER

75 points

One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed across the entire battlefield and missile fire is at -2 to hit. All non-magical missile attacks that don't use BS to hit their target need to roll a 4+ on a D6 before they can fire. Roll a D6 at the beginning of each of the following player's turns – the effects of the banner will end on the roll of a 1 or 2.

SACRED STANDARD

OF THE HORNED RAT

75 points

No one can behold this ghastly symbol of death without a sense of foreboding.

All models in the unit cause fear.

UMBRANNER

35 points

A writhing black cloud hangs over the unit bearing the Umbranner, turning arrows in mid-flight away from their intended targets.

All models in the unit carrying the banner receive a 4+ Ward save against all normal and magical missiles with Strength 4 or less.

BANNER OF THE

FOUR BLACK WINDS

30 points

Magical winds bowl around this dark, tattered banner, forcing flying creatures to the ground.

Flying models wishing to charge the unit carrying the banner must use their ground movement value and cannot use their flying movement to charge.

BANNER OF

BURNING HATRED

25 points

This banner of flayed skin is covered in the powerful runes of the Skaven deity.

The unit *hates* all enemies, even if the unit is normally immune to psychology because of *frenzy*. Roll a D6 at the beginning of each of the unit's Movement phases if the unit is not declaring a charge. On a roll of 1-3, the unit has to move as fast as it can towards the closest enemy it can see.

BANNER OF THE SWARM

20 points

This rotting banner deludes the enemy into thinking that they are being overwhelmed by a chattering horde of untold numbers.

If the unit carrying the banner is fighting in a combat where its side outnumbers the enemy, the 'outnumber enemy' bonus is +2 instead of the normal +1.

SKAVEN ARMIES

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of devastating Warfire Throwers or Screaming Bells.

The resultant game would be a frustrating and unbalanced affair, if not a complete waste of time. We use army lists to ensure that this does not happen!

HOW THE ARMY LIST IS INTENDED TO BE USED

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items. If you refer to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections:

CHARACTERS

Characters represent the most able, skilled and successful individuals in your army: extraordinary leaders such as Heroes and Wizards. These form a vital and potent part of your forces.

CORE UNITS

Core units represent the most common warriors. They usually form the bulk of the army and will often bear the brunt of the fighting.

SPECIAL UNITS

Special units are the best of your warriors and include common engines of war. They are available to your army in limited numbers.

RARE UNITS

Rare units are so called because they are scarce compared to ordinary troops. They represent unique units, uncommon creatures and unusual machines.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes.

Once you have decided on a total points value it is time to choose your force.

Choosing Characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed, it can always include fewer than indicated. **However, an army must always include at least one character: the General.** An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the beginning of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500 points army could include a Warlord (Lord), a Plague Priest (Hero), a Chieftain (Hero), and an Assassin (Hero) (ie, four characters in total, of which one is a Lord).

Choosing Troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Stormvermin entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.

Unit Entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually 10 models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. While this model usually has a specific name (the Champion of a Clanrats Slaves unit is called a Pawleader, for example) all the rules that apply to Champions apply to them. See the appropriate section of the Warhammer rulebook for details (see pages 108-109).

Special Rules. Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised in the army list.

Dogs of War

Dogs of War are troops of other races who fight under your flag in return for money, food, or some other suitable reward. A selection of such regiments are available as part of the Dogs of War range of models. The option to include Dogs of War units is included in the army list as part of the Rare Troops section.

Some players prefer to play without Dogs of War. If both players prefer to field armies without Dogs of War, they are free to agree beforehand not to employ untrustworthy sell-swords.

Conversely, if players wish to add more colour and variety to their armies then they may wish to employ more of these spectacular units. If both players agree beforehand, Dogs of War units can be included as Special Unit choices as well as Rare ones.



LORDS

Cunning Warlords and sorcerous Grey Seers are the most powerful characters in the army. They make the best Generals to lead the Skaven horde to inevitable victory (and to prudent retreat as well!).

The total number of Lords you can field in your army can be found on page 41.

✖ HIGH RANKING

If a Skaven army includes one or more Grey Seers and no Warlords are present, a Grey Seer must be the General.

✖ 0-1 SCREAMING BELL

M	WS	BS	S	T	W	I	A	Ld
-	0	-	5	6	6	0	-	-

See pages 30-31 for full rules.



HEROES

Skaven Heroes are everything but heroic, but they can certainly bolster the fighting ability of the regiments they lead (from the back of course!).

The total number of Heroes you can field in your army can be found on page 41.



WARLORD

Points/model: 90

	M	WS	BS	S	T	W	I	A	Ld
Warlord	5	6	4	4	4	3	7	4	7

Weapons: Hand weapon.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 100 pts.
- May choose either a great weapon (+6 pts), an additional hand weapon (+6 pts), a halberd (+6 pts), or a warlock pistol (+15 pts).
- May wear either light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).



GREY SEER[✖] (see side panel)

Points/model: 235

	M	WS	BS	S	T	W	I	A	Ld
Grey Seer	5	3	3	3	4	3	5	1	6

Weapons: Hand weapon.

Magic: A Grey Seer is a Level 4 Wizard. He always uses Skaven magic. He starts the game with four Warpstone tokens.

Options:

- One Grey Seer in the army may ride a Screaming Bell[✖] (+200 pts).
- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 100 pts.



CHIEFTAIN[✖] (see right side panel)

Points/model: 45

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	5	5	4	4	4	2	6	3	6

Weapons: Hand weapon.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 50 pts.
- May choose either a great weapon (+4 pts), an additional hand weapon (+4 pts), or a halberd (+4 pts).
- May wear either light armour (+2 pts), or heavy armour (+4 pts), and may also carry a shield (+2 pts).



PLAGUE PRIEST

Points/model: 70

	M	WS	BS	S	T	W	I	A	Ld
Plague Priest	5	5	3	4	5	2	5	3	6

Weapons: Hand weapon.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 50 pts.
- May choose either a plague censer (+16 pts), a flail (+4 pts), or an additional hand weapon (+4 pts).

Special Rules: *Frenzy*.

MASTER MOULDER

Points/model: 65

	M	WS	BS	S	T	W	I	A	Ld
Master Moulder	6	5	3	4	4	2	6	3	6

Weapons: Hand weapon.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 50 pts.
- May choose either a whip (+6 pts), or a great weapon (+4 pts).
- May wear light armour (+2 pts).

Special Rules: *Beastmaster.*

WARLOCK ENGINEER

Points/model: 45

	M	WS	BS	S	T	W	I	A	Ld
Warlock Engineer	5	3	3	3	3	2	4	1	5

Weapons: Hand weapon.

Magic: A Warlock Engineer is a Level 1 Wizard. He does not have spells. He starts the game with one Warpstone token.

Options:

- May be equipped with all of the following: warlock pistol (+10 pts), warp-blades (+15 pts), upgraded warp-energy condenser (+10 pts), supercharged warp-power accumulator (+15 pts).
- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 50 pts.

ASSASSIN

Points/model: 105

	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	6	5	4	4	2	8	3	8

Weapons: Two hand weapons & throwing stars.

Options:

- May choose a mix of magic items from the Common or Skaven magic items list with a maximum total value of 50 pts.
- May be equipped with smoke bombs (+20 pts).

Special Rules: *Poisoned Attacks, Scout, Hidden, Leadership.*

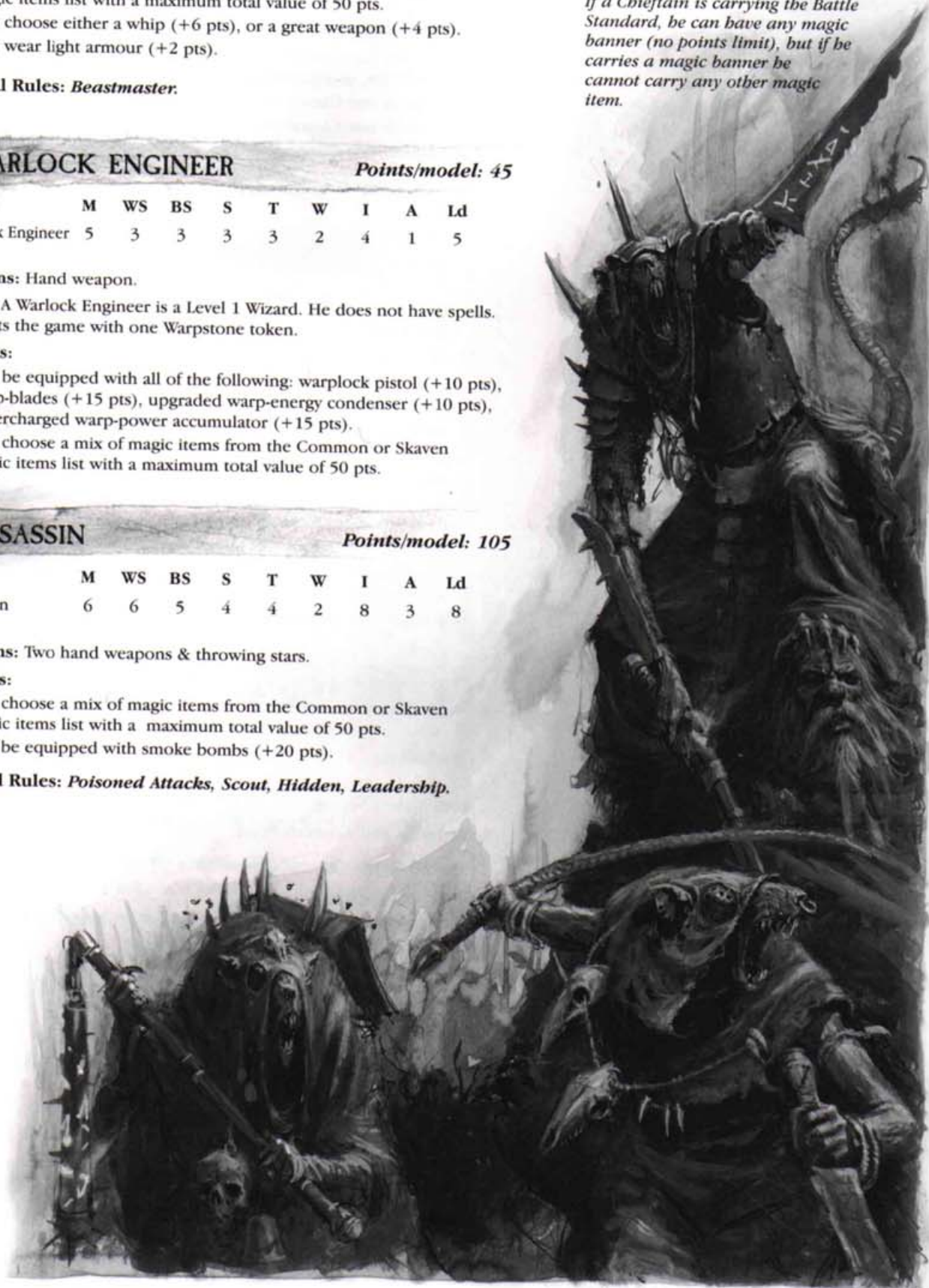
HEROES

ARMY BATTLE STANDARD

One Chieftain in the army may carry the Battle Standard for +25 pts.

The Chieftain carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield.

If a Chieftain is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



CORE UNITS

Core units are made up of the most common warriors in the army.

There is a minimum number of Core units that must be fielded, and this varies with the size of the army (see page 41).

There is no maximum limit on the number of Core units that can be fielded.

CLANRATS

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	3	1	4	1	5
Clawleader	5	3	3	3	3	1	4	2	5

Unit Size: 20+

Weapons and Armour: Hand weapon, light armour & shield.

Options:

- Any unit may be equipped with spears (+1 pt/model).
- Any unit may have **one** attached Weapon Team: a Warfire Thrower at +75 pts, or a Ratling Gun at a cost of +60 pts.
- Upgrade one Clanrat to a Musician for +5 pts.
- Upgrade one Clanrat to a Standard Bearer for +10 pts.
- Promote one Clanrat to a Clawleader for +10 pts.

Special Rules: *Mainstay unit.*

0-1 STORMVERMIN

Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Stormvermin	5	4	3	3	3	1	5	1	5
Fangleader	5	4	3	3	3	1	5	2	5

Unit Size: 10+

Weapons and Armour: Hand weapon, halberd & heavy armour.

Options:

- Any unit may be equipped with shields (+1 pt/model).
- Any unit may have **one** attached Weapon Team: a Warfire Thrower at +75 pts, or a Ratling Gun at a cost of +60 pts.
- Upgrade one Stormvermin to a Musician for +5 pts.
- Upgrade one Stormvermin to a Standard Bearer for +10 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Stormvermin to a Fangleader for +10 pts.

0-1 RAT SWARM

Points/base: 45

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarms	6	3	0	2	2	5	1	5	10

Unit Size: 1-5 bases.

Weapons and Armour: None.

Special Rules: *Swarm, Expendable, Skirmishers, Small.*

PLAGUE RATS

At the cost of +20 pts per base, the Rat Swarm can be upgraded to a swarm of Clan Pestilens Plague Rats.

Plague Rats have *Poisoned Attacks*.

GIANT RATS

Points/pack: 30

	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	3	0	3	3	1	4	1	3
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Giant Rats is made of one or more packs (a pack consists of 6 Giant Rats and 1 Packmaster). You can buy as many packs as you wish and add them together to form a unit.

Weapons and Armour: Giant Rats have none, Packmasters have light armour, hand weapon & whip.

Special Rules: *Mixed Units, Loss of Packmasters.*

NIGHT RUNNERS

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Night Runner	6	3	3	3	3	1	5	1	6
Nightleader	6	3	3	3	3	1	5	2	6

Unit Size: 5-20

Weapons and Armour: Hand weapon.

Options:

- Any unit may be equipped with an additional hand weapon (+2 pts/model).
- Any unit may be equipped with slings (+4 pts/model) and/or throwing stars (+2 pts/model).
- Promote one Night Runner to a Nightleader for +10 pts.

Special Rules: *Skirmishers.*

CLANRAT SLAVES

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Clanrat Slave	5	2	2	3	3	1	4	1	2
Pawleader	5	2	2	3	3	1	4	2	2

Unit Size: 20+.

Weapons and Armour: Hand weapon.

Options:

- Any unit may be equipped with shields (+1 pt/model).
- Any unit may be equipped with either spears (+1 pt/model) or slings (+2 pts/model).
- Upgrade one Clanrat Slave to a Musician for +4 pts.
- Promote one Clanrat Slave to a Pawleader for +8 pts.

Special Rules: *Expendable.*

POISONED WIND GLOBADIERS

Points/model: 10

	M	WS	BS	S	T	W	I	A	Ld
Globadiers	5	3	3	3	3	1	4	1	5

Unit Size: 2-10

Weapons and Armour: Hand weapon & poisoned wind globes.

Special Rules: *Skirmishers, Poisoned Wind Globes.*

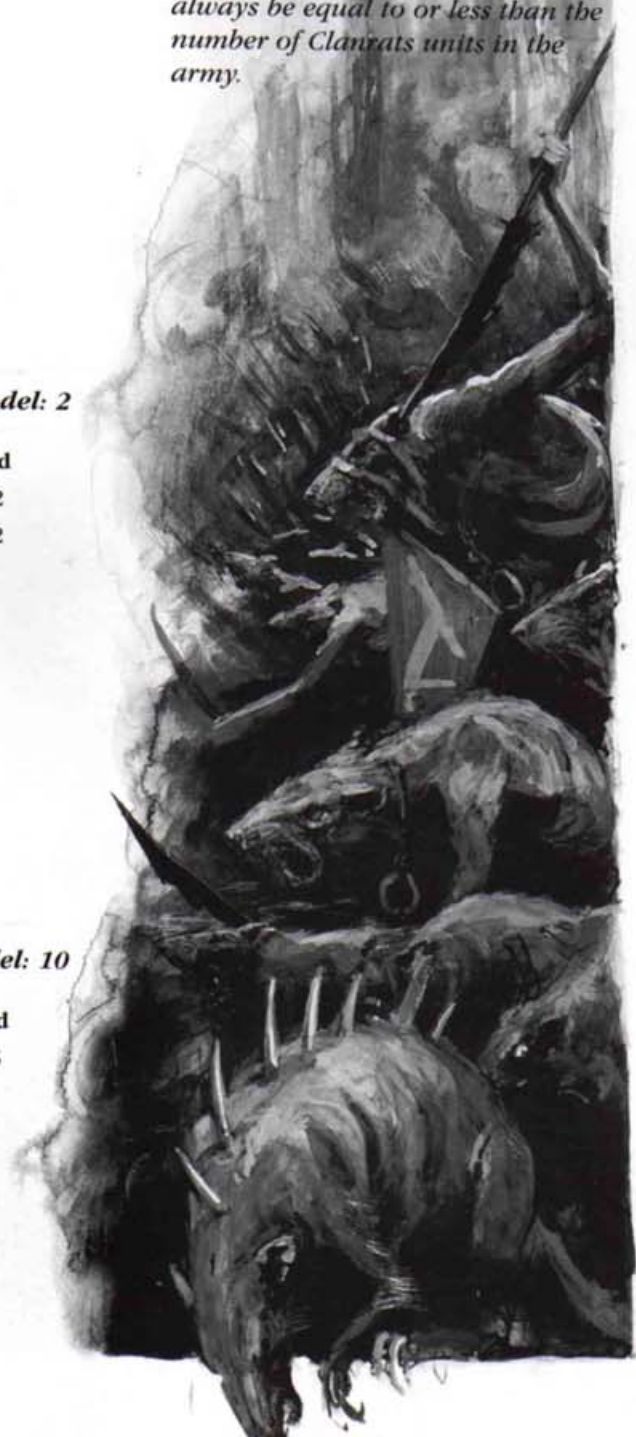
CORE UNITS

// The number of Giant Rat units in an army must always be equal to or less than the number of Clanrats units in the army.

⌘ The number of Night Runner units in an army must always be equal to or less than the number of Clanrats units in the army.

✕ The number of Clanrat Slave units in an army must always be equal to or less than the number of Clanrats units in the army.

◇ The number of Poisoned Wind Globadier units in an army must always be equal to or less than the number of Clanrats units in the army.



SPECIAL UNITS

Special units are highly specialised Skaven troops. There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 41).

⚔ *The number of Gutter Runner units (including Tunnelling Teams) in an army must always be equal to or less than the number of Clanrats units in the army.*

⚔ *The number of Warplock Jezzail units in an army must always be equal to or less than the number of Clanrats units in the army.*

GUTTER RUNNERS¹⁵

Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Gutter Runner	6	4	4	3	3	1	5	1	7
Black Skaven	6	4	4	3	3	1	5	2	7

Unit Size: 5-15

Weapons and Armour: Two hand weapons.

Options:

- Any unit may be equipped with slings (+5 pts/model) and/or throwing stars (+3 pts/model).
- Any unit may choose to poison their hand weapons (+2 pts/model) and/or throwing stars (+1 pt/model), giving that unit Poisoned Attacks with those weapons.
- Promote one Gutter Runner to a Black Skaven for +12 pts.

Special Rules: *Skirmishers, Scouts.*

GUTTER RUNNER TUNNELLING TEAMS

At the cost of +3 pts per model, units of Gutter Runners can be upgraded to Tunnelling Teams (unit size: 3-10).

Tunnelling Teams use the Tunnelling rules (see page 19).

WARPLOCK JEZZAILS¹⁷

Points/model: 20

	M	WS	BS	S	T	W	I	A	Ld
Jezzail	5	3	3	3	3	1	4	2	5

Unit Size: 3-10

Weapons and Armour: Hand weapon, jezzail & pavise.

Special Rules: *Skirmishers, Jezzails, Pavise, Cavalry base, Reliable.*



⚡ PLAGUE MONKS[⌘]

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Plague Monk	5	3	3	3	4	1	3	1	5
Plague Deacon	5	3	3	3	4	1	3	2	5

Unit Size: 10+

Weapons and Armour: Hand weapon.

Options:

- Any unit may be equipped with additional hand weapon (+2 pts/model).
- Upgrade one Monk to a Musician for +5 pts.
- Upgrade one Monk to a Standard Bearer for +10 pts.
- One unit in the army may carry a Magic Standard worth up to 50 pts.
- Promote one Monk to a Deacon for +10 pts.

Special Rules: *Frenzy.*

SPECIAL ⚡ UNITS

⌘ *The number of Plague Monk units in an army must always be equal to or less than the number of Clanrats units in the army.*

⚡ *The number of Rat Ogre units in an army must always be equal to or less than the number of Clanrats units in the army.*

⚡ RAT OGRES[⚡]

Points/pack: 50

	M	WS	BS	S	T	W	I	A	Ld
Rat Ogre	6	3	0	5	4	3	3	3	5
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Rat Ogres is made of one or more packs (a pack consists of one Rat Ogre and one Packmaster). You can buy as many packs as you wish and add them together to form the unit.

Weapons and Armour: Rat Ogres have none. Packmasters have light armour, hand weapon & whip.

Special Rules: *Fear, Mixed Unit, Loss of Packmasters.*



RARE UNITS

The maximum number of Rare units that can be fielded varies with the size of the army (see page 41).

 You can field one Censer Bearer unit for every Plague Monk unit in the army.

 The number of Warp-lightning Cannons in an army must always be equal to or less than the number of Clanrat units in the army.

PLAGUE CENSER BEARERS

Points/model: 17

	M	WS	BS	S	T	W	I	A	Ld
Censer Bearer	5	3	3	3	4	1	3	1	5

Unit Size: 5-10

Weapons and Armour: Plague Censers.

Special Rules: *Skirmishers, Frenzy, Hatred, Disciples.*

WARP-LIGHTNING CANNON

Points/model: 100

	M	WS	BS	S	T	W	I	A	Ld
Cannon	5	-	-	-	6	3	1	-	5

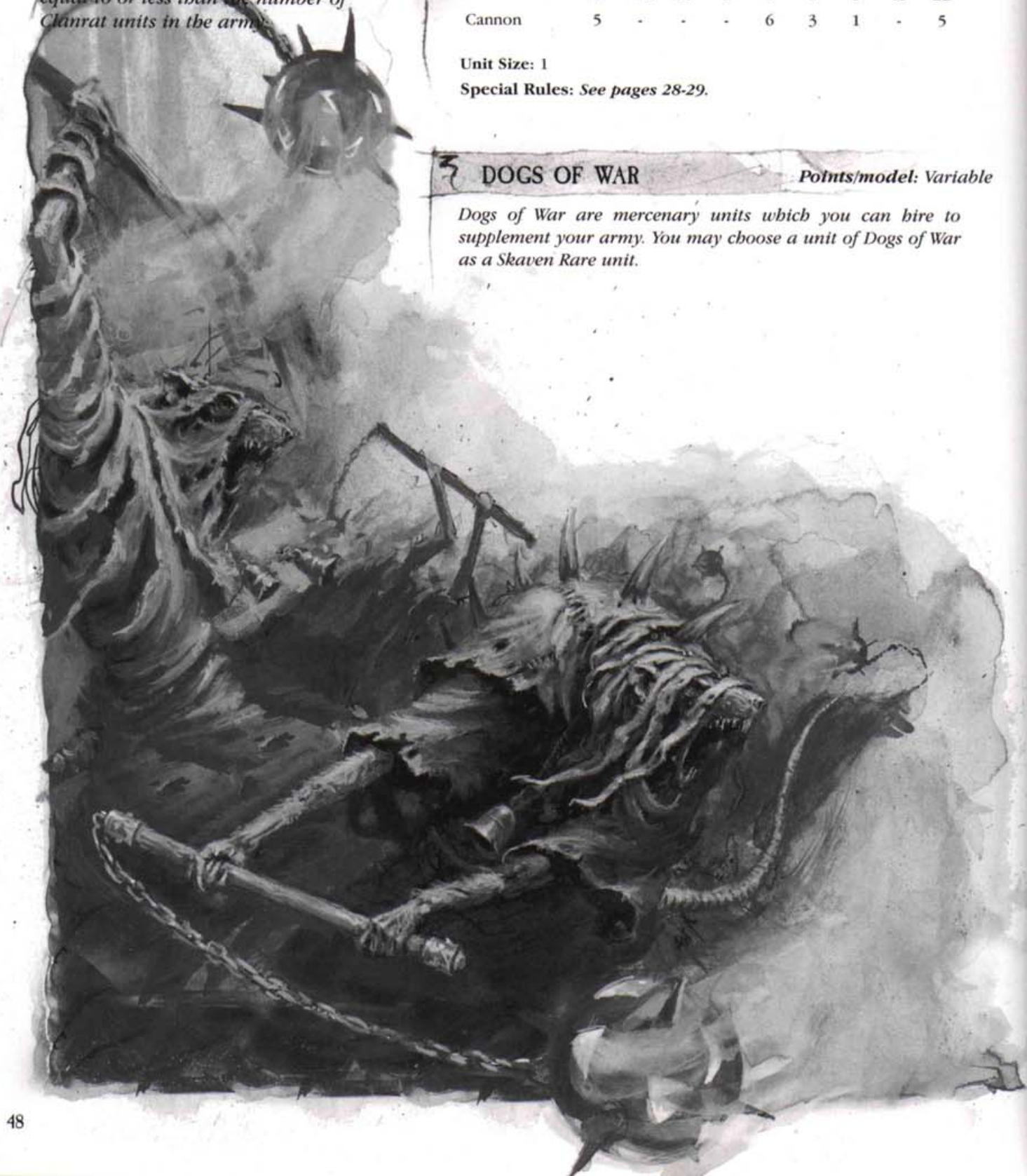
Unit Size: 1

Special Rules: *See pages 28-29.*

DOGS OF WAR

Points/model: Variable

Dogs of War are mercenary units which you can hire to supplement your army. You may choose a unit of Dogs of War as a Skaven Rare unit.



PAINTING A SKAVEN ARMY



Grey Seer Thanquol's Verminhorde.

A fully painted Skaven army arrayed for battle is an awesome sight. For many, seeing a force like this is the inspiration that sparks the desire to build an army of their own. At first, it can seem like a daunting task to paint an entire army, but don't worry, you'd be surprised at how quickly it will come together. Make no mistake, an army doesn't appear overnight, and building it does require some patience. However, the reward gained from owning a beautifully painted horde makes all the effort more than worthwhile.

If you are new to the Warhammer hobby, don't worry too much about the quality of your painting. Many of the figures shown on the following pages have been painted by the highly talented 'Eavy Metal team, who spend every day of the week painting figures. They achieve standards that most of us can only dream about matching. Whilst few of us will ever own a force painted to such a high standard, this doesn't mean we can't aim towards improving our technique. Who knows, with time and patience, one day you might even be the proud owner of a legendary Golden Demon painting award.

In this section of the book we will show you a variety of easy to learn techniques and provide tips to help you paint your figures. Once you have mastered some of

these, you will have the skills necessary to invent your own painting and modelling methods and will have picked the colours for your own truly unique army.

Remember that there is no right or wrong way to paint your army. Time and patience are the key elements to increasing a small Skaven swarm into a sizeable force. Hopefully the models on the following pages will inspire you to create your own unique army. Try experimenting with different techniques until you find one that suits you. If having your models ready to play with quickly is particularly important to you, choose techniques which enable you to paint quickly. On the other hand, you might like to choose a slower, more detailed method if you want an army that will really stand out as a finely painted force.

On the following pages, you will find models and examples that will act as a guide to collecting and painting your own Skaven army. Always remember that the most important aspect of painting is that it should be fun.

Our website (www.games-workshop.com) has plenty of painting and modelling ideas. On there you can also find a hobby guide filled with helpful tips on a variety of painting techniques.

PAINTING SKAVEN

Skaven are a furry lot! Once you have mastered a few simple techniques to paint the fur of your Skaven models, you will be able to quickly build a force that is ready for battle.

Before painting your models, it is worthwhile considering how you would like the army to look once it is complete.

The fur of your Skaven is an important part of the models. It is a good idea to think about what tone of brown you want to paint the fur of your models, such as a dark brown or a mid-tone, as this will affect the overall look of your force. An army that is unified by a simple colour scheme looks particularly impressive when arrayed on the battlefield.

Undercoating your models with Chaos Black is a good idea, as Skaven tend to be fairly dark, and this gives a good base to work up from.

The Skaven are an evil race that live in tunnels beneath the surface of the world. For the clothing and armour of your Skaven, dark colours work particularly well. Colours such as black, dark blues, greens and reds are particularly suitable.

After painting your models, the final stage is to base them. Whatever method you choose to decorate your bases, it looks best if you use the same method across the entire army as this will give the whole force a unified appearance.



- | | | |
|----------------|-------------------|-------------------|
| Scorched Brown | Snakebite Leather | Snakebite Leather |
| Bleached Bone | Bestial Brown | Bubonic Brown |
| | Chestnut Ink | Chestnut Ink |



The Clanrats of our Studio army, Grey Seer Thanquol's Verminhorde, have been painted a mid-tone brown using Bestial Brown, with slight variations in the tone of the fur to give them a rag-tag appearance without losing uniformity. Dark Angels Green was chosen for the clothes of the unit, a unifying colour that carries across the force. This colour, combined with using similar detailing on shields and bases, makes the army look like a cohesive force when it is deployed on the battlefield.

Skaven banners and shields can be as simple or as elaborate as you like. Painting the wood of your shields brown and attaching an icon painted a rusty, metallic colour is a quick and easy way of making a striking shield. Using similar designs or colour schemes across all of your regiments is a good way to unify your Skaven force. You might like to make the banners and shields of your elite regiments and characters more intricate than those of your regular troops to make them stand out.



ASSEMBLING REGIMENTS

Before painting your Skaven regiments, it is worthwhile thinking about how the individual models will fit together within the unit.



Models that 'rank up' look much more like a coherent regiment when arrayed for battle. Try assembling your models one rank at a time, starting from the front. You might also like to stand the models loosely on their bases before gluing them to see how they fit together. One way of making sure they line up neatly into ranks is to glue them to regimental bases, which hold four models.

Units armed with spears look best if the models in the front rank have their weapons lowered, while those in the rear ranks are angled up or held vertically. Take care to ensure that the tails of the Skaven models allow a rank to be positioned behind them. You might find it easiest to glue the tails to your models once the entire unit has been assembled.

TECHNIQUES FOR PAINTING FUR

As most Skaven models are covered in fur, it is important to learn how to paint this. Drybrushing and ink washing are simple techniques which, with practice, will enable you to paint the bulk of your force quickly and effectively.



Chaos Black undercoat drybrushed with Bestial Brown.

To drybrush, dip your brush in a lighter colour than the one you chose for the base coat. Next, wipe most of the paint off the brush onto a paper towel, then drag your brush lightly over the model. A small amount of paint will adhere to the raised areas, picking out the texture and creating highlights.



Chaos Black undercoat with base coat of Bestial Brown and a Brown Ink wash.

Ink washing is another technique for quickly painting the fur of your Skaven. First paint the base coat in your desired colour. When this is dry, paint a darker tone of Citadel ink or watered-down Citadel paint over the base colour of the model. The ink wash settles in the crevices and recesses of the model, and when dry provides shading.

The techniques of drybrushing and ink washing can be combined to bring out the detail of the fur even more. After giving your model its base coat, apply an ink wash over the model to provide shading. When this is completely dry, lightly drybrush the model with your chosen colour.



Scorched Brown drybrushed over Chaos Black.



Bestial Brown drybrushed with Bubonic Brown.



Brown Ink over Bestial Brown, drybrushed with Snakebite Leather.



Vermin Brown drybrushed over Chaos Black.



Flesh Wash over Skull White undercoat.



Bubonic Brown drybrushed over Chaos Black with Brown Ink wash.

PAINTING A SKAVEN ARMY by Phil Kelly

Using some of the techniques illustrated earlier in this section and his own style, Phil shows here how he painted the core troops for his own Skaven army and how he made them look unified on the battlefield.



Phil Kelly is a member of Games Development, and has been playing Skaven since he first joined Games Workshop, leading his army to many successful victories.

As my army is predominantly Clan Skryre I decided on an overall colour scheme of dark red, black and brown. To achieve this, (1) I undercoated the Clanrats in Chaos Black. I then drybrushed their fur with Vermin Brown, followed by a little Snakebite Leather. (2) I then added highlights of Vomit Brown to the hands, faces, tails and feet, and painted the cloth and armour in Scab Red. (3) I highlighted the red areas with Red Gore, painted the blades in Chainmail and added further highlights to the faces and leather straps with a 50/50 mix of Vomit Brown and Skull White. The teeth and eyes were picked out with Skull White, and the studs in the armour with Chaos Black. (4) Finally, I added Chainmail to the studs and added some Black Wash to the metal areas before basing the models and adding shields.



Soulgnawer's Ratkin



Greyseer Finkel leads his army into battle, riding atop a Screaming Bell.

SKAVEN REGIMENTS

When painting a Skaven army it is worthwhile thinking of how it looks in terms of entire regiments rather than individual models. The colour scheme you choose will dictate how your army will look on the battlefield.



Clanrats

This Clanrat regiment from Thanquol's Verminhorde shows that, by using the techniques described on the previous pages, you can achieve a very impressive result.

To make a unit of Clanrat Slaves, use the Skaven Clanrats Regiment set. If you have two regiment sets, you can split the pieces up to make a unit of Clanrats and a unit of Slaves. As Clanrat Slaves are poorly equipped compared to other Skaven, you can show this by using the less armoured bodies and heads from the Regiment frame for the Slaves, saving the other pieces for your Clanrats. If you want to give shields to your Slaves, you might like to leave them plain, not attaching any icon to them, to emphasise the Slaves being of low standing, and only given the worst battlegear.



Clanrat Slaves

Metallic paints were kept to a minimum on this unit, as the Slaves would not have much access to such materials. Armour and wristbands were painted brown to appear like leather. The metal that the Slaves do have, such as their weapons, has been painted to appear rusty and old, which you can achieve by applying Brown Ink washes over the metallic colour. Their fur is painted a lighter shade than the Clanrats to further emphasise their low status.

STORMVERMIN

Stormvermin are the most powerful Skaven within each Warlord Clan. They are the elite infantry of the Skaven, and stand out from the rest because of the amount of armour they are wearing.



Stormvermin

The armour on these Stormvermin was painted Boltgun Metal and then either a Green Ink wash or Brown Ink wash applied, once this was dry we finished by lightly drybrushing with Mithril Silver.

The darker the fur of the Skaven, the more ferocious and powerful the individual. As such, we painted the fur of our Stormvermin black, which also makes them stand out from the brown furred ranks of Skaven in the rest of the army.



Skaven Warlord and a unit of Stormvermin.



Skaven Battle Standard Bearer

CLAN ESHIN

The ranks of Clan Eshin are filled with murderous Skaven trained to strike from the shadows. To emphasise this you might like to paint the cloaks and clothing of your Clan Eshin troops in dark colours, such as Chaos Black or Scorched Brown.



Night Runners

Instead of highlighting all the black areas of our models with grey, we mixed greens and browns into some of our highlights to provide some variation of tone. Be careful when you are highlighting black to keep the highlights fairly subtle, so that the overall effect doesn't finish up looking grey.



Gutter Runners



Clan Eshin Assassin

The blades of this Assassin were painted with several watered-down layers of green paint. When dry, this gives the blades a green tinge to represent the poison spread over the weapons.

CLAN MOULDER

Clan Moulder breeds all manner of mutants to unleash upon its enemies. These models can be painted quickly and effectively with some simple techniques and provide some variation from your other units of Skaven.



Packmasters and Rat Ogres

Rat Ogres are towering beasts of tremendous power. We have painted the Rat Ogres a mix of Scorched Brown and Snakebite Leather, and then highlighted them with Snakebite Leather and Bleached Bone. The green clothing of the Rat Ogres and the Packmasters ties the unit to the rest of the army.



Giant Rats and Rat Swarms

Rat Swarms and Giant Rats are quick to paint using drybrushing and ink washing techniques. Why not use some different shades of brown for the base colour of the fur to provide some variation amongst the hordes of vermin!

CLAN PESTILENS

Clan Pestilens Skaven are the masters of plague and corruption. To represent this on your models, you might like to paint Clan Pestilens models to look diseased, with dirty, stained robes and sickly colours.



The banner of the Plague Monks was made out of paper cut to make it look ragged and torn. You can make a design of your own, or use a photocopy of one of the banners printed at the back of this book.



Plague Monks

The robes of the Plague Monks and Plague Censer Bearers have been painted to make them appear stained and dirty. After the robes were painted, watered down Scorched Brown and Chaos Black were painted along the bottom of the robes. Small areas of dirt and blood were added to the robes in patches, painted on with Scorched Brown and Scab Red.



Plague Censer Bearers



Plague Rats

CLAN SKRYRE

The destructive war machines created by the Warlocks of Clan Skryre provide colour and variation to your army. These weird, arcane contraptions are often made of bronze, brass or copper.



Warpfire Thrower and Ratling Gun

We chose to paint all of the models from Clan Skryre with a red colour scheme. However, by using the same basing techniques and elements of green as the rest of the horde, these models still look like part of the whole army.



Warplock Jezzails



Warp-lightning Cannon

The metal areas of the Warp-lightning Cannon can be simply painted by drybrushing metallic paints over a Chaos Black undercoat. We chose to use copper and bronze colours to make the weapon appear more arcane and ancient. You might like to paint the metal corroded and rusty, which can be achieved by painting watered down Brown Ink and Black Ink over the metal areas.

PAINTING WARPSTONE



Skaven society revolves around the powerful and dangerous warpstone. To paint warpstone, first undercoat your model with Chaos Black. Concentrating on the edges of the shards of warpstone, begin to build up your highlights, starting with a dark green colour. With each successive highlight, make the paint a little lighter by adding more Skull White. The final highlight should be almost pure white, and apply it only to the very edge of the shard. Once this is dry, apply a few washes of Yellow Ink and Green Ink over the whole stone, to make it appear almost luminous and shiny. Alternatively, start by painting the warpstone Sunburst Yellow and once this is dry apply a Green Ink wash.



Poisoned Wind Globadiers and a Warlock Engineer

GREY SEER THANQUOL'S VERMINHORDE



Behold the mighty Verminhorde of Grey Seer Thanquol in all its furry glory! This picture shows how an army painted by using the techniques illustrated on the previous pages can look splendid on the battlefield.



SKAVEN TERRAIN

Skaven do not build (above the ground, anyway!). They raze the settlements of other races and then infest their ruins. Creating some specially themed terrain for your Skaven army to fight over makes a perfect addition to your scenery collection.





We asked Mark Jones, one of our resident scenery masters, to tell us the idea behind these evocative terrain pieces: "I decided to go with a look that suggested the outskirts of an abandoned Empire town. Placing the buildings at the edge of an estuary also gave us the chance to add a multi-level aspect to the table without much effort. The main building is an old water mill which has been taken over by the Skaven, no doubt with a network of tunnels running under it. The colours have all been kept quite drab to keep with the feel of the army, with lots of washes and paint chips to add to the weather-beaten feel. To reinforce the look of Skaven infestation, straw nesting material was placed on the buildings and around their bases. This is quickly and easily made by cutting bristles from a yard brush and mixing them with PVA glue. These were then placed in clumps and left to dry."



GREY SEERS AND SCREAMING BELLS

The Grey Seers are the prophets of the Horned Rat, so play an important role within the Skaven horde. These mighty sorcerers and the Screaming Bell that they ride into battle, are focal points of your army, so it is worthwhile spending some extra time when painting them.



Grey Seer Thanquol



Boneripper



Grey Seer



Screaming Bell with Grey Seer.

MASTERS OF THE UNDER-EMPIRE

Though a short-lived race, some Skaven have had their existence unnaturally extended by the mutating effects of warpstone. Outliving their brethren by countless generations, these Skaven have proved themselves to be particularly dangerous, insidious and conniving to have survived for so long in Skaven society; admirable qualities for the Skaven.

This page details some of the most infamous and feared Skaven individuals lurking within the eternal darkness of the underworld. Hopefully they will inspire you to create characters of your own for use in your own games. Any characters of your own devising should be discussed with your opponent before the battle.

On the following pages two of Skavenblight's most dangerous personalities are detailed – the evil mastermind Grey Seer Thanquol and Throt the Unclean of Clan Moulder. These characters may be included in your army without your opponent's consent.

IKIT CLAW,

CHIEF WARLOCK OF CLAN SKRYRE

Ikit Claw is the Chief Warlock of Clan Skryre, second within the clan only to the venerable Lord Morskittar himself. His skills at moulding tech-science and sorcery are unparalleled within all of Clan Skryre, his insanely brilliant mind constantly coming up with new and bizarre weapons of destruction. Ikit Claw has had much of his body enhanced with warpstone-powered mechanics of his own design, including a powerful claw incorporating a potent warfire projector. The Chief Warlock has been enjoying his position of pre-eminence within Clan Skryre, which continues to grow in power. His most recent creation is the warp-lightning cannon, a potent weapon that focuses the power of a powerful chunk of warpstone into a devastating bolt of corrupting energy.

DEATHMASTER SNIKCH,

CHIEF ASSASSIN OF CLAN ESHIN

Deathmaster Snikch is the infamous Chief Assassin of Clan Eshin and right hand of his master, the dread Nightlord. He is the most feared and successful Skaven assassin of all time. The mere mention of the Deathmaster causes the musky smell of fear to rise from the Skaven masses, for no one is safe from his reach, no matter where they are or how well protected. His shadowy presence is often felt, though almost never seen, and the number of Clan Warlords who have fallen beneath his weeping blades are countless. Innumerable assassinations all across the Old World and beyond have been attributed to him. In recent years, the mysterious slaying of the Dwarf Lord Dolthorden, found locked within his chamber with his throat slit, despite his near-impenetrable stronghold teeming with his bodyguard of Hammerers, was said to have been the work of the Deathmaster. An almost supernatural figure,

Snikch strikes from the darkness before disappearing once more, his victims the only evidence of his passing.

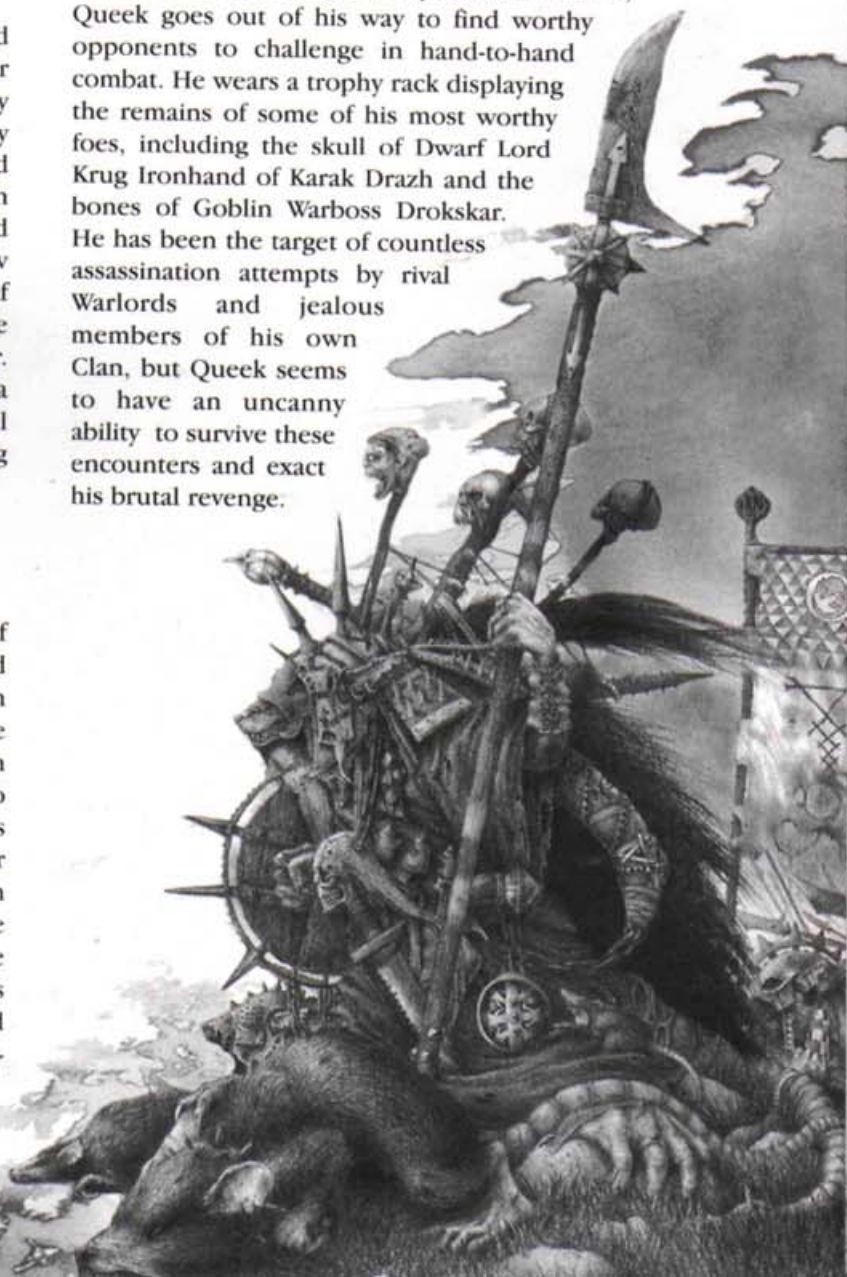
LORD SKROLK,

PLAGUELORD OF CLAN PESTILENS

Lord Skrolk is a favoured devotee of the Horned Rat and the prime agent of the Arch-Plaguelord of Clan Pestilens. Corrupted and bloated, Lord Skrolk's flesh hangs in rotting tatters over his bones, and his eyes are oozing, empty sockets. His putrescent body is so vilely potent that only his brother Plague Monks can approach him in relative safety. His knowledge of the virulent diseases of Clan Pestilens is beyond compare, and he has unleashed many noisome plagues across the known world, ravaging civilisations and wiping out entire settlements.

WARLORD QUEEK HEAD-TAKER

Queek Head-Taker is the personal champion of the ruler of Clan Mors, the most powerful of the rising Warlord Clans. Supremely confident of his own considerable abilities, and brave beyond any Skaven measure, Queek goes out of his way to find worthy opponents to challenge in hand-to-hand combat. He wears a trophy rack displaying the remains of some of his most worthy foes, including the skull of Dwarf Lord Krug Ironhand of Karak Drazh and the bones of Goblin Warboss Drokshar. He has been the target of countless assassination attempts by rival Warlords and jealous members of his own Clan, but Queek seems to have an uncanny ability to survive these encounters and exact his brutal revenge.



GREY SEER THANQUOL

Thanquol is an extremely dangerous Grey Seer who, employing the most devious tactics in true Skaven fashion, has quickly risen through the ranks of his order. His ruthlessness and cunning are only matched by his paranoia, characteristics that are very useful for a successful career among Skaven. His abilities have won him the favour of some of the Lords of Decay, as well as the enmity of others, and Thanquol has become one of the favourite agents of the Council of Thirteen. Of course, the ambitious Grey Seer tends to use this influence to improve his own standing and to enforce his own secret ploys, manipulating and 'misunderstanding' the orders of the Council when he can exploit the situation in his favour.

Thanquol's main field of expertise is humans, which, of all the races in the Old World, he finds most interesting and easiest to corrupt. His schemes and the full-scale assaults he has led against the nations of the Old World have caused much death and destruction, but recently his plots seem to fail with an alarming regularity. The reason for this, apart from Skaven treachery of course, has a name – Gotrek Gurnisson.

	M	WS	BS	S	T	W	I	A	Ld
Thanquol	5	3	3	3	4	3	6	1	7

Grey Seer Thanquol will always be accompanied by his reanimated guardian, Boneripper, and both can be taken as a single Lord choice, but will use up one of your Hero choices as well. These special characters must be fielded exactly as presented here and no extra equipment or magic items can be bought for them except where noted below.

Cost: 560 points for both Thanquol and Boneripper.

Weapons: Sword.

Armour: None.

Mount: At an additional cost of +200 points, Thanquol can ride a Screaming Bell.

SPECIAL RULES

Blessed by the Horned Rat

Thanquol seems to enjoy the favour of the Horned One, always escaping death in the direst situations. To simulate this he has a Ward save of 4+. In addition, when Thanquol is inside a unit, for every wound saved by his Ward save, one Skaven in base contact with the Grey Seer (Skaven player's choice) will be wounded in his place. Resolve the effects of the wound as normal against the unfortunate Skaven, including normal armour saves, etc.

The mighty Dwarf Slayer and his human companion Felix Jaeger have repeatedly found themselves in the way of the Grey Seer's plans. Up to now they have managed to ruin his schemes and lived to tell the tale. The irritating way in which these two adventurers have escaped death at the hands of Thanquol's minions again and again is beginning to have a detrimental effect on the nerves of the Grey Seer, but Thanquol does not desist. Surely a wizard of his superior intellect will eventually prevail on such lowly opponents, and then he will march unopposed to ultimate power!

Recently, as a gesture of reconciliation for past discrepancies, important members of Clan Skryre have given a very special gift to Thanquol. The Warlock Engineers hired Clan Esbin adepts to retrieve the remains of Boneripper, Thanquol's first Rat Ogre bodyguard, from a museum in Nuln. They repaired the damage done to the creature's bones by Gotrek Gurnisson's rune-axe and used them as the frame for a powerful mechanical construct. Animated by Clan Skryre's dark sorcery, Boneripper has been reborn as a mindless, warpstone-powered killing machine, ready to obey Thanquol's orders.

Warpstone Addiction

Thanquol is an extremely addicted warpstone user, but this problem also has a positive side in that he is now able to consume huge quantities of the dangerous substance without suffering its harmful effects. When Thanquol rolls a 1 to cast a spell with any Power dice generated by a Warpstone Token, he can re-roll the dice, but the second result stands.

Arch-rivals

Thanquol *bates* and *fears* Gotrek Gurnisson and Felix Jaeger (for rules on these characters refer to the Games Workshop website or the Warhammer Annual 2002).

MAGIC ITEMS

Staff of the Horned One

Thanquol's staff marks him out as one who speaks for the Horned Rat and also gives him one extra spell. Therefore the Grey Seer knows five out of the six Skaven spells.

Amulet of the Horned One

The pure warpstone talisman worn by Thanquol is a powerful defensive item as well as a badge of office. At the beginning of each of his turns, the player controlling Thanquol must roll a dice. On a 1 nothing happens, on a 2-6 Thanquol recovers one of the Wounds he has previously lost during the game.

Warpstone Tokens

Thanquol has a total of 13 Warpstone Tokens (note that this includes the four he gets normally).

BONERIPPER

	M	WS	BS	S	T	W	I	A	Ld
Boneripper	5	3	-	5	5	3	2	3	10

Weapons: Razor sharp talons.

Armour: Boneripper has an armour save of 4+.

SPECIAL RULES

Automaton

Boneripper is Unbreakable and immune to the effects of poison.

Fear

Boneripper causes *fear*.

Warpfire Thrower

A small version of the dreaded warpfire thrower has been built in place of one of Boneripper's arms. This is treated as a breath weapon in all respects. When firing, place the flame template with its narrow end in contact with the weapon's muzzle. Models hit by the template suffer a Strength 4 hit. Units suffering any casualties must take a Panic test.

Pawn

Boneripper must be deployed within 6" of Thanquol at the beginning of the game. After that, Boneripper is free to move independently (in reality he is telepathically controlled by Thanquol) and will count as a separate unit of a single Rat Ogre for the rest of the game (he is worth 75 Victory points).

Boneripper can never join units. If Thanquol is killed or flees off the table, Boneripper switches off and is immediately removed from the table, counting as a casualty. At the beginning of each of his turns in which the Skaven player wants to do anything with Boneripper (move, shoot, fight in close combat) the player must roll a D6 to activate the automaton. On a roll of 2-6 everything is well and Boneripper acts as normal. On the roll of a 1, Boneripper suffers a malfunction – roll another dice and refer to the Malfunction chart above to find out what's gone wrong.

BONERIPPER RUNS AMOK!

D6 Result

- 1-3 *Boneripper does nothing this turn and is bit automatically if engaged in close combat. The opponent can control Boneripper in his next turn, exactly as if it was one of his models. At the beginning of the next Skaven turn, control reverts to the Skaven player.*
- 4-6 *Boneripper does nothing this turn and is bit automatically if engaged in close combat.*

Safety Valve

Before giving Boneripper to Thanquol as a gift, the Warlock Engineers made sure that their creation couldn't be turned against them in the future. Boneripper cannot charge/overrun if the charge/overrun would take him into base contact with a Skaven belonging to Clan Skryre. He can never pursue a unit containing one or more members of Clan Skryre. He can never direct any of his close combat attacks against members of Clan Skryre. Also, the template of his warpfire thrower cannot be placed so that it could hit a member of Clan Skryre.



THROT THE UNCLEAN

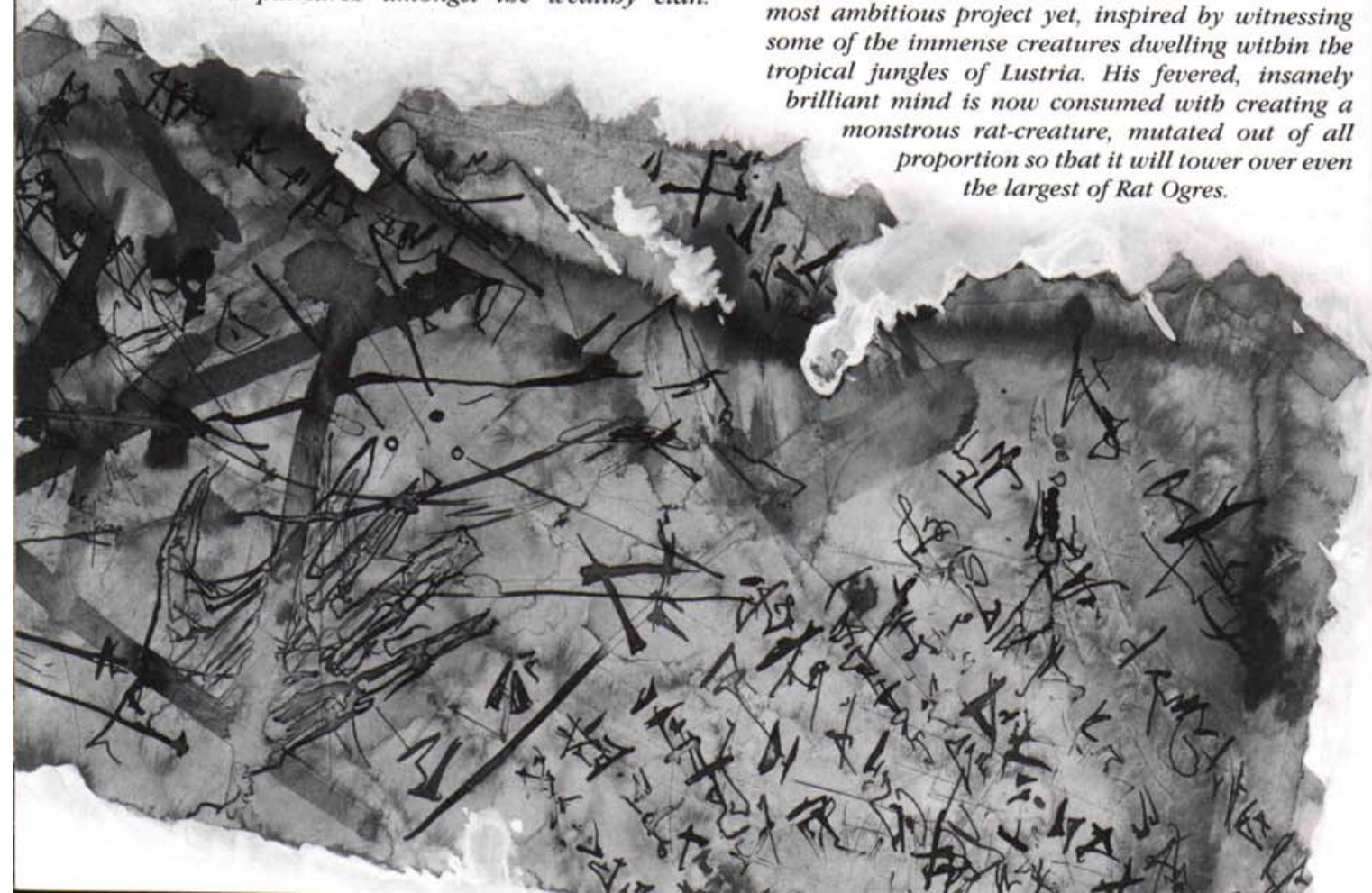
The twisted and corpulent Throt the Unclean is one of the most powerful and influential members of Clan Moulder. As a result of his excessive contact with the pure warpstone he uses in his mad experiments, Throt has mutated over the years, in mind as well as body. Great spines of bone have sprouted from his back and unnatural warpstone-fuelled energy courses through his veins, suffusing his three arms with power. So great is his strength that he is capable of pinning the strongest Rat Ogre to the ground by the neck using his wickedly spiked creature-killer. This unnatural energy ravages his system, however, and he requires constant sustenance to keep the energy from consuming him. Maddening hunger ceaselessly torments him and he carries pouches stuffed with all manner of vile creatures he uses as foodstuffs. His left eye, torn from its socket in a struggle against a rival Packmaster, has been replaced with a shard of warpstone crudely hammered into place, feeding its twisting power directly into his fevered brain.

Throt is one of the oldest living Skaven within Clan Moulder, second only to the Clan's mysterious Lord of Decay. His lifespan has been extended far beyond its natural course by the manipulating effects of warpstone. Much of Clan Moulder is connected through the bloodline of Throt, for he has spawned literally hundreds of offspring, and they in turn have birthed countless litters. The ranks of Clan Moulder include so many generations of Throt's offspring that he has become something of a patriarch amongst the wealthy clan.

Of course, as is the Skaven way, this bloodline conveys no hint of loyalty from his underlings, and he has slain countless numbers of his brood for plotting against him or for posing a threat to his position. His power within the clan has often been undermined by his wary superiors sabotaging his experiments and scheming against him.

Utterly consumed with his disturbing research, Throt has long since lost whatever hint of sanity he once had. His waking hours are filled with his twisted studies, and the depths of his domain echo with the cacophony of tortured cries from the living abominations dwelling there, the horrid results of his unnatural experiments. Cross-breeding all manner of creatures and utilising the mutating effects of warpstone, Throt is ever seeking to create more destructive creatures to set on his enemies and trade with other clans. In his sleep, his corrupted mind is filled with demented dreams, his mind plunging ever deeper within his insane delirium.

Having spent some time in the far distant land of Lustria, Throt has formed a tense agreement with the Skaven of Clan Pestilens. Incorporating the Plague Monks' knowledge of disease and corruption into his own disturbed creations, Throt has created a mutated form of rat carrying a fast-acting, lethal contagion which he has begun to breed within the Skaven underworld. It is rumoured that Throt himself has contracted this disease, but that his warpstone-enhanced constitution has thus far kept it from overcoming him. Throt's latest obsession is his most ambitious project yet, inspired by witnessing some of the immense creatures dwelling within the tropical jungles of Lustria. His fevered, insanely brilliant mind is now consumed with creating a monstrous rat-creature, mutated out of all proportion so that it will tower over even the largest of Rat Ogres.



	M	WS	BS	S	T	W	I	A	Ld
Throt	6	6	3	5	5	3	7	4	7

Throt is one of the most powerful Master Mutators within Clan Moulder. He can be taken as one of your Lord choices. In addition, he also uses up a Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items.

Cost: 285 points.

Weapons: Throt wields his Creature-killer, a whip and a hand weapon.

MAGIC ITEMS

Creature-killer

The Creature-killer is a special implement designed by Throt himself which he uses to capture and kill all manner of foul creatures to be used in his twisted experiments.

The Creature-killer gives Throt the Killing Blow special ability, as detailed on page 112 of the Warhammer rulebook. However, this magical weapon may also be used to deliver a Killing Blow to creatures the size of an Ogre, such as Minotaurs, Trolls and Kroxigors. It may not be used on monsters larger than Ogres, such as Dragons, or against Swarms. The Creature-killer requires two hands to use, but as Throt has three hands, he may still use the weapon and his hand weapon or whip to gain one extra Attack. This gives him four Attacks with the Creature-killer and one normal Attack which does not have the Killing Blow ability.

Warpstone Charm

This item allows Throt to re-roll any single dice roll once during the game.

SPECIAL RULES

Master Controller

Throt holds his position of authority within Clan Moulder through a mixture of fear, respect and brute strength. Skaven cringe under his crazed gaze, and fear the touch of his accursed whip.

Any Clan Moulder unit within 6" of Throt may re-roll any failed Psychology test. In addition to this, if Throt is not your army's General, any Clan Moulder unit (Rat Ogres and Giant Rats) within 6" of him may use his Leadership for any Leadership test they take.

Dominator

The whip of Throt the Unclean is rightly feared amongst his clan, and his skill with it is unparalleled.

When Throt is in the rear ranks of a unit of Giant Rats or Rat Ogres, he can make four Strength 4 Attacks with his whip instead of the one normal Strength 5 Attack. Note that attacks with the whip do NOT benefit from the Killing Blow ability.



Ravens Hunger

Throt is consumed with constant hunger and if he does not feed frequently, his overactive system will run rampant through him, eating him away from within.

Throt and any unit he has joined may never pursue a fleeing enemy they have broken in combat, as Throt stops to feed on the corpses of the fallen.

Warpstone-Fuelled Constitution

Throt has conducted a number of experiments on his own body, resulting in his heightened strength and recuperative abilities.

Throt can Regenerate, as described on page 113 of the Warhammer rulebook.

At the head of his Stormvermin bodyguard, Grey Seer Arqueek proudly contemplated the vast army he had at his command. It seemed that even the gigantic cavern in which the battle was about to take place could hardly contain all the Skaven assembled there.

Advancing as a living tide of mangy fur, the Skaven horde was rapidly closing the distance separating it from the disciplined ranks of the enemy: the hated Dwarf-things. At the front of the Skaven line the Grey Seer noticed crazed Plague Monks of Clan Pestilens breaking into a run. Foaming at the mouth, the deranged heralds of pestilence charged towards the enemy too soon, showing no respect for the clever battle plan that the Grey Seer had devised. "Fools!" thought Arqueek.

As the Monks charged in, the Dwarfs opened fire. A volley of crossbow bolts and handgun bullets tore through the first ranks of the Plague Monks, cutting down many of the fanatics. They seemed oblivious to the casualties and trampled over the wounded in their mad lust to reach the enemy.

A sinister hiss rose from the Dwarf line as two of their war engines fired simultaneously. Two huge goutts of fire were projected through the air in a slow-moving arc, landing in the middle of the Monks. The flames enveloped the devotees of Clan Pestilens with horrific results. Most of them died screaming in the blaze, but some of them kept charging, their robes and fur ablaze. They finally reached the Dwarf line, where they managed to drag down several astonished Dwarfs before the rest of the bearded warriors could cut them down.

The Grey Seer was impressed by the ferocity displayed by the Monks and made a mental note never to displease their clan if possible. Their savage charge had helped his plan after all: attracting most of the Dwarfs' firepower, they had allowed the rest of the horde to reach the Dwarfs relatively unharmed. Large units of lightly-armed Skaven were now charging the Dwarf warriors, clashing in bitter *mêlée*.

The heavily armoured Dwarfs formed a solid shield wall, their axes and hammers exacting a heavy toll on the rat-men. Here and there, though, a Dwarf was overwhelmed by the sheer numbers of his opponents and was dragged down and torn to pieces. Where this happened, another Dwarf warrior resolutely stepped in to close the gap in the shield wall and the line held.

After the initial ferocious assault, the Skaven quickly lost courage, broke and fled in disorder, too fast for the Dwarfs to follow. The Grey Seer observed the fleeing Skaven and a smile formed on his lips. This first wave of attackers had been made up for the most part of enslaved Clanrats and had served its purpose of testing the Dwarf defence. Even better, lying among the piles of dead slaves he could see a decent number of Dwarf-things. The casualties were in the order of ten to one in favour of the Dwarfs. Good, the fight was going unexpectedly well, thought Arqueek.

The main regiments of the Skaven army were waiting just behind the large masses of fleeing slaves and, at the Grey Seer's signal, started to move forward. This second wave was made up of many units of Clanrat warriors and several large packs of giant rats goaded into battle by Clan Moulder packmasters. These were not the only beasts of



Moulder present on the battlefield; just in front of Arqueek's Stormvermin a line of massive Rat Ogres was unleashed against the Dwarfs.

Surprised by the silence of the Dwarfs' war machines, the Seer extended his magical perception to examine the enemy artillery. His spirit pulled free from his body and rose above the fighting, crossing the entire battlefield in a flash to finally focus on the enemies' gun emplacements. He soon realised that the diversion created by the slaves had served a double purpose, allowing Clan Eshin's adepts to sneak their way to the back of the Dwarf line and attack the cannons. The Dwarfs manning the guns put up a brave fight, but were soon dispatched by the poisoned blades of the Gutter Runners.

Good, thought the Grey Seer, now the lethal adepts of Clan Eshin would attack the Dwarf line from the back and rout their missile troops completely.

In his mind's eye, Arqueek saw the Gutter Runners hurl a flurry of poisoned throwing stars into a regiment of Dwarf thunderers, but then, when the surviving Dwarfs turned around to return fire, the black-clad Eshin warriors turned tail and disappeared. "The cowards!" thought the Grey Seer, outraged. Or maybe they were just being too literal about their orders, he wondered. Perhaps with the elimination of the Dwarf artillery, the Gutter Runners decided that they had earned their fee and left before having to suffer too many casualties. Arqueek would have a word with their leader after the battle.



Grey Seer Arqueek turned his attention back to the action in front of him, where the Rat Ogres had almost made contact with the Dwarf line. This time the fight was very different; on the left and right flank the Clanrats and giant rats were holding their own against the Dwarfs. Their efforts in breaching the enemy's shield wall were helped by small units of Clan Skryre globadiers.

These specialist troops wore strange protective masks and were armed with glass globes filled with deadly poison gas. Their weapons killed many bearded ones, together with quite a few Skaven when one of the globes missed its target or landed in the thick of the fight. That didn't matter, thought Arqueek, the Dwarfs were like a small island in a vast sea of brown fur!

The Skaven Seer had to admit that the Dwarf-things were fighting well and he could see that the battle still hung in the balance. Then the charge of the Rat Ogres hit home. The great beasts tore their way through the Dwarf line with pleasing ease. The Dwarf warriors were lifted in the air and quartered by the slashing claws of Clan Moulder's feral monsters. If a Dwarf axe managed to penetrate the tough hide of one of the Rat Ogres, the wounded beast would just fight more ferociously, continuing the slaughter with renewed fury. The packmasters simply walked behind their creatures, stopping only to slit the throat of the few Dwarfs that had only been wounded by the Rat Ogres. Under such an onslaught the Dwarf morale finally gave way and they ran, pursued by the ravenous monsters.

The Stormvermin rushed forward to take advantage of the gap opened by the Rat Ogres in the enemy line. Following in the wake of Clan Moulder's powerful war-beasts, the Grey Seer and his bodyguards had to step over the broken bodies of many Skaven and Dwarf-things. Arqueek was convinced that the battle was won; soon he would be feasting on the Dwarf Lord's entrails!

Right in front of the Rat Ogres a mighty battle-cry rang loud. A new regiment of Dwarfs had entered the fray, charging forward from the back of the Dwarf line. The Seer was sure that he had seen no troops held in reserve; this new unit had probably just arrived on the site of the battle. These Dwarfs were different from all the others: they wore no armour, were covered in tattoos, and all their fur had been dyed bright orange or red. Slayers! Arqueek was very close to squirting the musk of fear as he remembered the accounts that Grey Seer Thanquol had given to the Council of the battle prowess of these mad, death-seeking Dwarfs. He immediately ordered the Stormvermin to halt.



Hurling themselves towards the Rat Ogres, the Slayers caught the large creatures unprepared; it was unusual for them to be attacked with such reckless ferocity. The dim-witted beasts were used to inspiring fear in their enemies, but these ones were different and the monsters were puzzled, almost afraid. The Grey Seer couldn't believe his own eyes as the Rat Ogres were cut down one by one. Arqueek was particularly concerned about a huge Slayer wielding a massive hammer encrusted in glowing runes. Every irresistible strike of the weapon pulverised the skull of another Rat Ogre. A few badly wounded Rat Ogres fought back viciously, eviscerating many of the Slayers before finally succumbing to the Dwarfs' axes. The others turned to flee, trampling the Moulder packmasters who vainly tried to keep them in the fight with their whips. The Dwarfs started to pursue the mutated monsters, but, catching sight of the Skaven general's Stormvermin bodyguard, changed direction and ran towards the elite enemy, bellowing guttural challenges. The Seer was about to order a prudent tactical retreat when he remembered the Skryre ratling gun he had hired to support his Stormvermin. If the new machine was half as good as the Warlock Engineers promised...

"Fire! Fire!" ordered Arqueek, pointing at the Slayers.

The Skryre weapon team aimed their multi-barrelled gun at the Dwarfs and activated the warpstone gas pump that powered the weird machine. The weapon's first burst cut a red swathe through the Dwarfs, slowing their advance. The Skryre engineers started to cackle maniacally, turning wildly on the crank that raised the rate of fire of the machine to augment the already impressive rain of death. More and more Slayers were sent to meet their maker. Grey Seer Arqueek was impressed; the weapon was certainly worth the astronomic price he had paid for it. Then suddenly something went wrong. With a high-pitched whistle, a leak appeared in the canisters fuelling the gun's pump and a huge green scalding cloud surrounded the weapon team. Screams of pain reached Arqueek and he saw that the weapon was still firing, but the crew had lost all control over the direction they were firing in. The weapon's bursts drew a semi-circular arc on the ground around the ratling gun and reached the terrified Stormvermin. Many of the elite warriors were gunned down before the machine finally exploded, vaporising the crew. Those treacherous fools had obviously sold him a flawed machine! The sorcerer was covered in the blood of his bodyguards. Someone was going to pay for that!

The Grey Seer had to abandon his plans of revenge when he realised that he had far more pressing problems to band. The few Slayers left, led by the terrifying one with the runic hammer, were almost upon him. Arqueek raised a paw and pointed it towards the Slayers, chanting words of power as he evoked a powerful spell against the Dwarfs. A green glow pulsed around his claws and then fizzled into nothingness. To his surprise the Skaven felt that an external force was fighting his magic, coming from somewhere in the Dwarf line. That couldn't be, he was a powerful Grey Seer, surely he couldn't be defeated by one of those old Dwarfs and their trivial rune-magic!

Arqueek quickly scoffed a piece of warpstone and soon felt the power surging through his entire being. It was an exhilarating sensation and the Grey Seer savoured it deeply before unleashing his new power against the Dwarfs. This time there was nothing the Runesmith could do to stop the green lightning erupting from Arqueek's outstretched paw. The Slayers, now a few metres away, were hit by the warp lightning and died where they stood, consumed by the evil energy that arced from one Dwarf to the other, melting their flesh and charring their bones. A satisfied growl emerged from the Seer's throat as his enemies burned. Soon all that was left of the Slayers were a few smoking husks. That's how it should be, all his enemies were going to suffer the same fate! First these pathetic Dwarf-things, and later the fools that sold him the malfunctioning ratling gun and those cowardly Gutter Runners...

Much to Arqueek's dismay, the hammer-wielding Slayer picked himself up from the ground, his body covered in horrible blisters, his hair completely burned away. Before the surprised Grey Seer realised what was going on, the Slayer was upon them. The Dwarf, his face mad with fury, headed resolutely towards the hated Skaven, felling a Stormvermin at every step. "Kill! Kill!" shouted Arqueek desperately to his bodyguards, trying frantically to push behind the ranks of armoured Skaven warriors. Then he stumbled on a corpse and fell to the ground. A few Stormvermin stepped forward to protect him, but the Slayer's hammer quickly dispatched them. The crazed Dwarf reached the Grey Seer and raised his mighty weapon for the killing blow. Paralysed by terror, all that the Skaven could do was stare at the rune-encrusted hammer about to descend on him. Suddenly a shadow passed over the Skaven wizard, a cloaked figure had emerged out of nowhere and leapt to interpose itself between the Dwarf and the Grey Seer. The mysterious figure was wielding a pair of wicked daggers that he plunged, blades crossed, into the base of the Slayer's neck.



The Dwarf looked puzzled, as if he could not understand what had just happened. Then, with a vicious scissoring action, the black-robed Skaven pulled the blades outwards, and the head of the Slayer fell to the floor with a sinister thud.

Turning towards the Grey Seer, the Esbin assassin smiled enigmatically, revealing a set of vicious fangs. He spoke in a grim, hissing voice.

"Grey Seer, my Masters trust your plan. They don't want you dead-dead today. Get up and finish the Dwarf-things. Do not let us down, Grey Seer!"

With that the assassin darted back through the ranks of surprised Stormvermin and disappeared in the confusion of battle, leaving behind a very perplexed Grey Seer Arqueek, his heart just starting to slow down.



After many hours of bitter fighting, the weary Seer was at last witnessing his great plan coming to fruition. The huge numbers of the Skaven had prevailed and eventually overwhelmed the Dwarf defences. Their shield wall broken, one after the other the stubborn Dwarf regiments had been surrounded and massacred by the rat-men. Only one unit of the Dwarf-things still remained. Heavily armoured warriors with high-crested helmets and huge war hammers were putting up a stalwart last stand with their backs to the gigantic doors that were the entrance to their ancestral home. In their midst, Arqueek easily recognised the leader of the enemy: a grim Dwarf whose armour and axe were so encrusted with runes that the Skaven's eyes ached just to look upon him.

Several times the savage charge of the Clanrats had broken against these elite warriors and now the situation had come to a standstill. The Dwarfs were surrounded and outnumbered a hundred to one, but the Clanrats were hesitating; they didn't dare get too close to those lethal war hammers.

Arqueek was furious. Surely he had been given command of the most cowardly troops in the Under-Empire! He had run out of warpstone and his magic would now struggle to affect the Dwarfs massed around their protective runic banner.

He decided instead to vent his frustration by blasting a few Skaven to smithereens as an example of what happened to those who disobeyed his orders and to inspire a bit of courage in his underlings.

As the Skaven sorcerer scanned his troops for suitable victims, his eyes fell on the last surviving regiment of slaves. He noticed that they were unusually cheerful and suddenly remembered the promise he had made to the slaves in his inspiring speech before the battle: "Fight the Dwarf-things! Freedom to all who survive!" Those slaves had fought well indeed and he was now annoyed by the fact that he should now free them. A feral gleam touched his eyes as a solution formed in Arqueek's mind. The Grey Seer was pleased that, as usual, his mighty intellect had conceived the perfect way to get rid of both these last enemies and the overconfident slaves.

The Seer of the Horned Rat raised his claws high above his head and started chanting a prayer to his foul god. A dark billowing cloud rose from the ground and covered the entire unit of slaves. As the Skaven inhaled the vapours, their cheers of hope for the freedom promised to them were transformed into snarls of barely contained bloodlust. Some of the slaves started backing at each other to satisfy the desperate desire to kill that had got hold of their minds.

Rising to his full stature, the Grey Seer pointed towards the last Dwarfs defenders, ordering in a booming voice: "Them! Get them!" With a ferocious roar, the slaves charged the Dwarfs, their small red eyes filled with fury.

The leader of the Stormvermin turned towards his superior to express his doubts "O most honourable eminency, many Clanrats die-die, what can slaves do?"

With a wicked smile on lips, Arqueek answered in a whisper "What can slaves do? They keep Dwarf-things busy. For just enough time... All warpfire throwers fire! quick-quick!"

A respectful expression appeared on the Stormvermin's face as understanding struck him. The armoured rat-man bowed low and answered,

"Yes-yes, o most clever of generals."



THE VERMINOUS HORDE

Being a collection of cunning advice and devious rat-tactics by Phil Kelly, one of the best and most (in)famous Skaven generals ever to afflict the surface world.

The Skaven are among the most unusual and colourful armies in the Warhammer World and are more fun to play than ever due to the new rules in this book. As an army practically composed entirely of infantry and the weird specialist troops that accompany them, it takes a skilled general to make it work in concert. However, when they do work they are truly devastating.

The Skaven army really doesn't encourage highbrow martial principles and glorious last stands. However, if you like the idea of consuming all who stand before you and feasting on their carcasses, read on. Here are some principles that I find useful when playing the Skaven:

1. Be sneaky and cunning. Don't let honour and decency get in your way. These guys aren't Bretonnians! Do not use this facet of the Skaven as an excuse to abuse the rules, or to cheat, however.
2. Core Units: Take units of at least twenty-five when you can, you will need the outnumbering bonus in combat resolution. Thirty is better; fifty is unwieldy but still feasible!
3. Always have a trick or two up your sleeve.
4. Outmanoeuvre the enemy at every opportunity. Don't rush into an attack for the hell of it, and coordinate charges as best as you can.
5. Get used to the difference between 8" (their charge) and 10" (your charge). This way you will normally get to charge, as the vast majority of enemy infantry only has a move of 4".
6. Never feel bound to answer a challenge or to face a charge you know you'll lose (unless it looks like it could be fun). Skaven are cowards by nature, so it's fair to play like it.
7. Learn to use the specialist troops only when they would be most useful. This is really important, as is discussed further below.
8. Watch your flanks and rear. Flying monsters can really hit you where it hurts and rob you of your Leadership bonus.
9. Learn to use magic well. There are risks in all of the Skaven spells (big surprise!) but they are hideously destructive.
10. If you don't outnumber the enemy, it's a bad sign. This is a horde army, so make it look like one.
11. If you kill one Knight and eleven Skaven Slaves with a spell, warpfire, etc, you're still ahead of the game! Open fire on your expendable troops in combat. It's fun, and it's in character.
12. See the funny side when your troops explode, poison/electrocute themselves.
13. Always remember: there's plenty more where they came from...

OK, time to look at some of the more essential troop types.

Although there's enough diversity in the army to have a very interesting selection with just one unit of Clanrats at its heart, personally I would recommend two. They are reasonable warriors, with a very respectable 4+ save in close

combat (about as good as it gets for Skaven troops). As a rule, don't bother upgrading them – keep the cheap troops cheap and you can afford more expensive stuff. Their combat effectiveness can be bolstered by your General and/or Battle Standard Bearer; your numbers, ranks and characters will tip the balance.

Slaves are fantastic cannon fodder at 2 points per model, and are invaluable in the Skaven battle line. Over time I've found plenty of ways to use and abuse these downtrodden troops, but the current favourite has to be using them to tie up a powerful, well-armoured enemy unit and then firing weapons and casting magic into the resultant combat. When under the stern eye of your general, these troops can be reliable, but once they run, rallying on Leadership 2 is not too likely...

Rat Swarms are very useful for tying up hard enemy units whilst the rest of your army responds at their leisure. If you've ever had a flying monster land behind your battleline you will be glad of the fact that they are skirmishers. Your swarm should be positioned to counter such an eventuality and charge such gribbly straight away. When upgraded to Plague Rats, all your 6s to hit automatically wound – very nasty against enemies with no armour save.

CLAN PESTILENS

A big unit of Plague Monks, backed up by a Plague Priest and a small unit of Censer Bearers will take on pretty much anything in the Warhammer world and most of the time come out on top. It's a good idea to give your Plague Monks extra hand weapons for a mighty 3 Attacks each, although they will falter against well-armoured opponents.

Plague Priests benefit greatly from flails for this very reason. They also have a hideously good stat line, the equal of many monsters, and can hold their own in challenges. Try equipping the Priest with the Liber Bubonicus; worth it for the extra magic dice alone, and great fun when the Pestilent Breath spell actually works!

Plague Censer Bearers make for a great hard-hitting unit and are especially valuable against heavy cavalry and heavily armoured characters. Aside from their *frenzy* and *hatred*, the deadly fog from their Plague Censers ignores armour saves and takes its toll every player's turn.

Use caution, though; a clever commander will use *frenzy* against you and draw these troops out of the battle line before you are ready. Avoid this if you can by blocking their line of sight or charge move with a screen of expendable troops until you are ready for the charge.

CLAN SKRYRE

Skryre troops are great fun to play but very prone to exploding and frying themselves. Still, when they do work they are a cut above the rest, having the most lethal arsenal of weapons among any of the Skaven.

Warpfire Throwers are as horrifying as ever, best employed when around 10" away from their targets. Don't waste them on long shots, however, and keep them close to their parent units. The same goes for Ratling Guns, the bane of lone

characters and small units. Don't get too greedy with these cool weapons, rolling more than three dice for the number of shots they fire is pushing it.

Poisoned Wind Globadiers are great for taking down heavily armoured, tough opponents. Tying these units up in combat with a swarm or a unit of Slaves means you can pitch in your globes with impunity, knowing that the enemy will really feel the pinch and that you'll hardly notice.

Jezzail teams, although they're a game-winner in Scrabble, are prone to running off the table due to their lack of rank bonus. This is compensated by a high Strength of 6, a 4+ save against missile fire, and their armour piercing ability (they impose a daunting -4 save modifier when they hit home). Needless to say, they are very useful against heavy cavalry, but for taking out monsters you'll need to invest a lot of points in a big team. A good rule of thumb is to take lots of Jezzails or none at all.

The Warp-lightning Cannon is an incredible piece of equipment, combining mobility with raw force. Of course, it misfires spectacularly, and occasionally throws out a bolt of embarrassingly weak Strength 2 lightning unlikely to do much more than cause its target to adopt a radical hairstyle. On the plus side, it can plough through a healthy number of troops at Strength 6, 8 or 10. The best tactic for this contraption is to send it 10" down the flank on the first turn, hide it behind some light cover and fire through it right the way across the enemy line. As the enemy advance they will line themselves up for even more devastating shots. The cover will protect the cannon, the enfilading fire will guarantee a good kill ratio (and can take out characters and monsters if you're lucky) and besides, it's fun.

Fully equipped, Warlock Engineers are the equal of any Level 2 Wizard, and their signature spell Warp Lightning is very, very dangerous. Always buy an upgraded warp-energy condenser, a super-charged warp-power accumulator (yes really) and warp-blades. This allows you to cast Warp Lightning, even when you need to score 9 or more (for 2D6 Strength 5 hits). Ok, there's a chance it may misfire and kill the Warlock himself, but just say "2D6 Strength 5 hits" to your opponent and watch him scramble for his Dispel scrolls.

CLAN MOULDER

The beasts of Clan Moulder allows you to take two units with very different roles, but both are very useful and I personally wouldn't go into battle without them.

In large numbers, Giant Rats make for great flanking forces, as most of the stuff coming the other way will be outnumbered and will not have nearly so many ranks. Take at least four packs per unit, because they are cheap, their move of 6" means that they will more than likely be a thorn in your enemy's side pretty quickly. Packmasters get to attack with their whips adding to their unit's combat effectiveness, and the rats are very easy to paint. Need any more reasons?

Rat Ogres, my personal favourite, are formidable enough to carve their way through even heavy cavalry, and the Packmasters can occasionally cause wounds as well. Because they cannot benefit from ranks and hence cannot use the Strength in Numbers rule, it's a good idea to keep them near the General if you can help it. In combat, they'll tear their way through pretty much anything. Try accompanying them with a Master Moulder carrying Skavenbrew, stick 'em on the flank and watch 'em go. Works (almost) every time.

CLAN ESHIN

The swift, deadly troops of Clan Eshin work best behind enemy lines. In fact a well-placed unit of Gutter Runners can completely disrupt your opponent's battle plan without even getting into combat. These troops are extremely manoeuvrable, under all circumstances they have a move of 12". This means that you can hang around the back of the enemy line, restricting march moves, throwing poisoned throwing stars, killing artillery crew, making disparaging remarks, etc, until the time comes to make a rear charge as your main battleline hits home. The extra +2 combat resolution for this combined effort, plus whatever casualties the twin blades of the Gutter Runners can cause, is invaluable against tougher foes.

Night Runners allow many of the advantages of Gutter Runners but at less cost and without taking up a special choice. Useful primarily for outmanoeuvring the opponent, these can be good for protecting the flanks; they are cheap and therefore quite expendable. As a result, they can make a good screen with which to protect your elite troops from missile fire.

Tunnelling Teams are great fun and can take out enemy artillery crew and skulking Wizards with ease, if you're happy to run the risk of their tunnel collapsing or them not turning up at all. Even a lone Assassin can feasibly restrict the march moves of a large portion of the opposing force, and woe betide the character who steps out to intercept him. Try giving your Assassin Warpstone Stars and sending him a-hunting with Skitterleap. Just watch out for artillery!

MAGIC AND THE HORNED RAT

Skaven magic is really very potent and versatile, and represents your best source for a repertoire of sneaky tricks. Destructive spells like Pestilent Breath and Plague can scare your opponent into using up all his Dispel scrolls and Dispel dice, leaving room to cast cheap spells such as Skitterleap and Warp Lightning with your warpstone chunks.

Skitterleap is a tremendously good spell and its implications are endless. Try teleporting a Warlock Engineer behind enemy lines to zap that troublesome Celestial Wizard hiding in the woods, and then lob some poisoned wind globes or the Brass Orb into the hardest infantry unit in the enemy battleline. Skitterleap can also get you out of trouble. If your Grey Seer is in a doomed combat, just Skitterleap him somewhere safe, preferably a flame template away so you can then Pestilent Breath the back ranks of the enemy. If the Clanrats die after all, well... never mind.

Death Frenzy can be very useful when a *fear* or *terror* causing enemy looks set to get in the thick of your lines, but be careful not to overdo it. Again, practice is important. Don't expect to master these arcane spells straight away, but after a while you will be using them to great effect.

OVERVIEW

Well, hopefully some of these guidelines and tactics will steer you to many a glorious victory, but if not, don't panic. Each of the more peculiar troop types benefit from proper usage. I'd suggest learning to use them one at a time (this also means you can concentrate on a good paint job). Soon, you will have learnt how to get the best out of everything in your army, and once you've cracked that, there will be no stopping you.

Have fun!

THE GREATER CLANS

This appendix offers players some interesting alternatives to the basic army list. It must be clear that the lists presented here are intended to be fun and are in no way as balanced as the main list. Players should therefore agree with their opponent before the game whether or not they can make use of these lists. Of course, should you wish to field a Clan Eshin army, you can always field an army based on the main list in the book and use the units you feel are most appropriate to a Clan Eshin army; you don't have to use this appendix.

CLAN ESHIN

The Eshin way is stealth, not might, but on the rarest occasions the Nightlord can decide to send forth an entire army. Led by one of the thirteen Master Assassins, these forces always strike at night. They appear out of nowhere and disappear without trace at the first light of dawn, leaving behind only destruction and death.

ESHIN SORCERER

Points: 75

M	WS	BS	S	T	W	I	A	Ld
6	4	4	3	3	2	5	1	7

Weapons: Two hand weapons, throwing stars.

Magic: An Eshin Sorcerer is a Level 1 Wizard. He always knows the Skitterleap spell.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May be equipped with smoke bombs (+20 pts).

Special Rules: *Poisoned Attacks; Scout.*

MASTER ASSASSIN

Points: 215

M	WS	BS	S	T	W	I	A	Ld
7	8	6	4	4	3	10	4	8

Weapons: Two hand weapons, throwing stars.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May be equipped with smoke bombs (+20 pts).

Special Rules: *Poisoned Attacks; Scout; Hidden.*

Leadership: *The Master Assassin can always pass his Leadership value to all units of Night Runners and Gutter Runners within 12" (ask your opponent to look away if you have to measure range when he is hidden, and then measure range to the unit he is hidden in). Other units can use his Leadership only if he is not hidden.*

CLAN ESHIN ARMY LIST

All characters in this list except Grey Seers and Chieftains can use magic items that are marked 'Clan Eshin only'.

LORDS

Master Assassins; Grey Seers.

HEROES

Chieftains; Assassins; Eshin Sorcerers.

CORE UNITS

Night Runners (*Mainstay unit*);

Clanrats (*they are not a Mainstay unit*);

Clanrat Slaves;

0-1 Stormvermin;

0-1 Rat Swarm (*if upgraded to Plague Rats, count as a Special choice*).

SPECIAL UNITS

Gutter Runners; Giant Rats.

RARE UNITS

Plague Monks; Plague Censer Bearers;

Rat Ogres; Poisoned Wind Globadiers;

Warp-lightning Cannons;

Warplock Jezzails;

Dogs of War.

CLAN SKRYRE

The bulk of Clan Skryre's armies is made up of Clanrats and slaves, and these forces therefore look deceptively similar to normal Warlord clans' armies. The real difference is suddenly noticed when the enemy comes within range of Skryre's lethal weapons. At that point they all open fire at once, showering the foes with a rain of alchemical fire, poisonous gases and searing warpstone-powered bolts of lightning.

CLAN SKRYRE ARMY LIST

All characters in this list except Grey Seers and Chieftains can use magic items that are marked 'Clan Skryre only'.

LORDS

Warlock Masters;

Grey Seers.

HEROES

Chieftains;

Warlock Engineers.

CORE UNITS

Clanrats (*Mainstay unit*);

Poisoned Wind Globadiers (*You can have two units of Globadiers for each unit of Clanrats in the army*);

Warplock Jezzails;

Clanrat Slaves;

0-1 Stormvermin,

0-1 Rat Swarm (*if upgraded to Plague Rats, counts as a Special choice*).

SPECIAL UNITS

Night Runners;

Giant Rats;

Warp-lightning Cannons.

RARE UNITS

Plague Monks;

Plague Censer Bearers;

Gutter Runners;

Rat Ogres;

Dogs of War.

WARLOCK MASTER

Points: 180

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	3	5	2	7

Weapons: Hand weapon, warplock pistol, warp-blades, upgraded warp-energy condenser, supercharged warp-power accumulator.

Magic: A Warlock Master is a Level 3 Wizard. He doesn't have spells. In addition, he can cast the Warp Lightning spell on 11+. If cast, the spell causes 3D6 Strength 5 hits (see rules on page 35).

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.



CLAN PESTILENS

The foul stench that accompanies the armies of Clan Pestilens permeates everything for leagues around, poisoning water, plants and animals. The warriors who have to face these blighted Skaven armies know that even in victory they will still have to die, victims of the contagion spread by the evil Plague Monks.

CLAN PESTILENS ARMY LIST

All characters in this list except Grey Seers and Chieftains can use magic items that are marked 'Clan Pestilens only'.

LORDS

Plague Lords; Grey Seers.

HEROES

Chieftains; Plague Priests; Festering Chantors.

CORE UNITS

Plague Monks (*Mainstay unit*); 0-1 Stormvermin;
Clanrats (*they are not a Mainstay unit*); Clanrat Slaves;
0-1 Rat Swarm (*must be upgraded to Plague Rats*).

SPECIAL UNITS

Plague Censer Bearers; Night Runners; Giant Rats.

RARE UNITS

Warplock Jezzails; Poisoned Wind Globadiers; Rat Ogres;
Warp-lightning Cannons; Gutter Runners; Dogs of War.

CLAN MOULDER

A Clan Moulder army is a vision out of hell: thousands of horribly mutated monstrosities scurrying forward in an unstoppable mass, consuming everything in their path in a frenzied orgy of death. Still, the fate of those devoured alive is preferable to that of the wretched captives brought back to the Hell Pit for the Moulders' mad experiments.

CLAN MOULDER ARMY LIST

All characters in this list except Grey Seers and Chieftains can use magic items that are marked 'Clan Moulder only'.

LORDS

Master Mutators; Grey Seers.

HEROES

Chieftains; Master Moulders; Harbingers of Mutation.

CORE UNITS

Giant Rats (*Mainstay unit*); 0-1 Stormvermin;
Clanrats (*they are not a Mainstay unit*); Clanrat Slaves;
0-2 Rat Swarms (*Special choices if upgraded to Plague Rats*).

SPECIAL UNITS

Night Runners; Rat Ogres.

RARE UNITS

Gutter Runners; Warplock Jezzails; Plague Monks;
Poisoned Wind Globadiers; Warp-lightning Cannons;
Plague Censer Bearers; Dogs of War.

PLAGUE LORD

Points: 130

M	WS	BS	S	T	W	I	A	Ld
5	6	3	4	5	3	6	5	7

Weapons: Hand weapon.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May choose either a plague censer (+24 pts), a flail (+6 pts), or an additional hand weapon (+6 pts).

Special Rules: *Frenzy*.

FESTERING CHANTOR

Points: 60

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	4	2	3	1	5

Weapons: Hand weapon.

Magic: A Festering Chantor is a Level 1 Wizard. He always knows the Pestilent Breath spell.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May choose either a plague censer (+16 pts), or an additional hand weapon (+4 pts).

Special Rules: *Frenzy*.

MASTER MUTATOR

Points: 130

M	WS	BS	S	T	W	I	A	Ld
6	6	3	4	5	3	7	4	7

Weapons: Hand weapon.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May choose either a whip (+9 pts) or a great weapon (+6 pts).
- May wear light armour (+3 pts).

Special Rules: *Beastmaster*.

HARBINGER OF MUTATION

Points: 65

M	WS	BS	S	T	W	I	A	Ld
6	3	3	3	3	2	4	1	6

Weapons: Hand weapon.

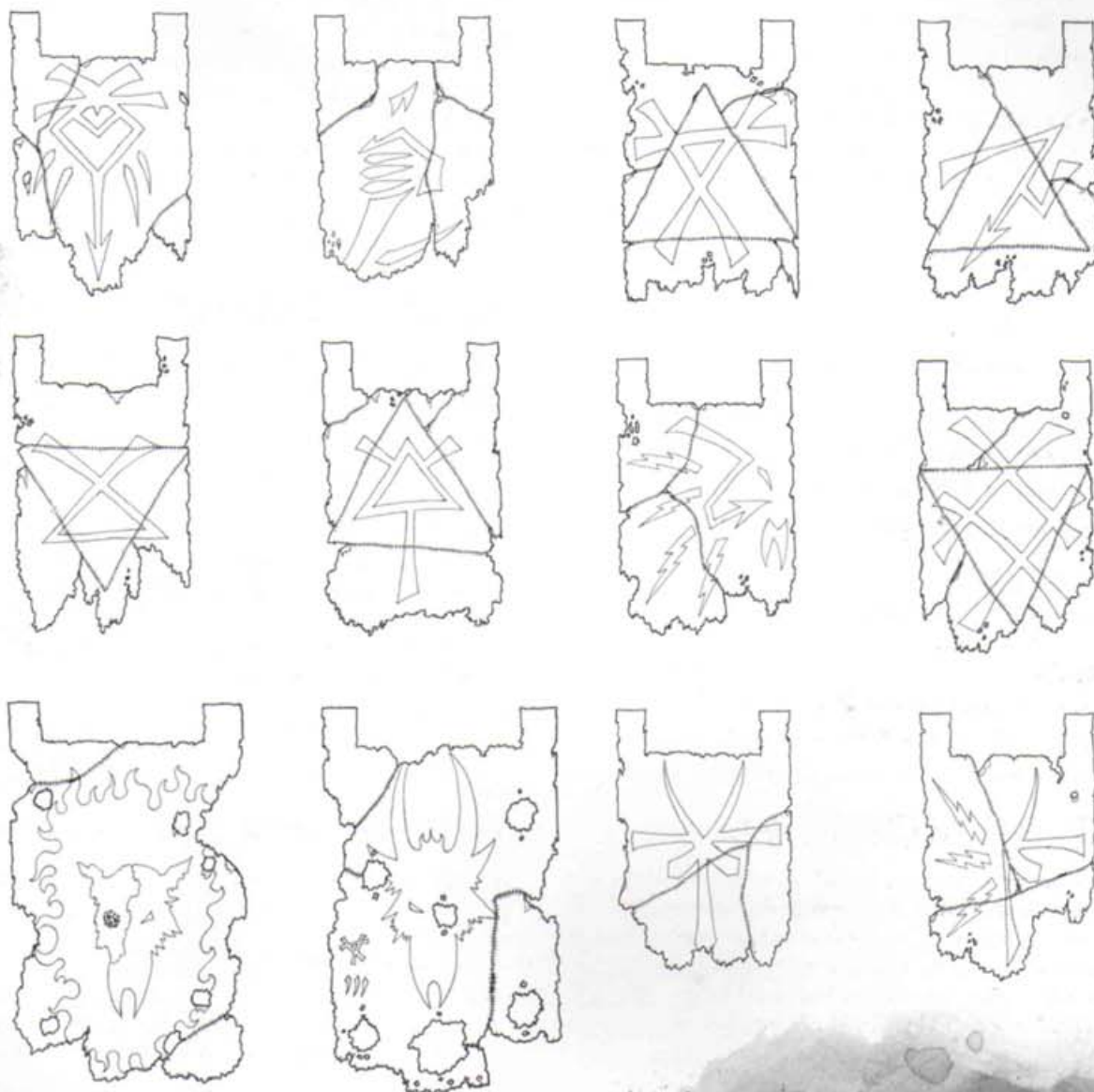
Magic: A Harbinger of Mutation is a Level 1 Wizard. He always knows the Vermintide spell.

Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May have a whip (+6 pts).

Special Rules: *Beastmaster*.

SKAVEN BANNERS



Feel free to photocopy these banners for use on your own models. Skaven banners are usually tattered and torn, and are often roughly stitched together from all manner of materials. Different shades of brown work well as a background with the central image on the banner painted a strong contrasting colour.

The two larger banners are designed to be used as your army's Battle Standard, or to represent a special magical banner carried by one of your Stormvermin or Plague Monk units. A small amount of converting is required to allow a Skaven standard bearer model to carry one of these larger banners.



SKAVEN RULES SUMMARY

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warlord	5	6	4	4	4	3	7	4	7	-
Grey Seer	5	3	3	3	4	3	5	1	6	Level 4 Wizard; High Ranking
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Chieftain	5	5	4	4	4	2	6	3	6	-
Plague Priest	5	5	3	4	5	2	5	3	6	Frenzy
Assassin	6	6	5	4	4	2	8	3	8	Poisoned Attacks; Scout; Hidden; Leadership
Master Moulder	6	5	3	4	4	2	6	3	6	Beastmaster
Warlock Engineer	5	3	3	3	3	2	4	1	5	Level 1 Wizard (but no spells)
Core Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Clanrat	5	3	3	3	3	1	4	1	5	Mainstay Unit
Clawleader	5	3	3	3	3	1	4	2	5	Clanrat Champion
Stormvermin	5	4	3	3	3	1	5	1	5	-
Fangleader	5	4	3	3	3	1	5	2	5	Stormvermin Champion
Rat Swarm	6	3	0	2	2	5	1	5	10	Swarm; Expendable; Skirmishers; Small
Plague Rat Swarm	6	3	0	2	2	5	1	5	10	Swarm; Expendable; Skirmishers; Small; Poisoned Attacks
Giant Rat	6	3	0	3	3	1	4	1	3	Mixed Units; Loss of Packmasters
Packmaster	6	3	3	3	3	1	4	1	5	Mixed Units; Loss of Packmasters
Night Runner	6	3	3	3	3	1	5	1	6	Skirmishers
Nightleader	6	3	3	3	3	1	5	2	6	Nightrunner Champion; Skirmisher
Clanrat Slave	5	2	2	3	3	1	4	1	2	Expendable
Pawleader	5	2	2	3	3	1	4	2	2	Clanrat Slave Champion; Expendable
Globadier	5	3	3	3	3	1	4	1	5	Skirmishers; Poisoned Wind Globes
Weapon Team	5	3	3	3	3	1	4	2	5	Skirmishers; Cavalry Base; Attached
Special Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Plague Monk	5	3	3	3	4	1	3	1	5	Frenzy
Plague Deacon	5	3	3	3	4	1	3	2	5	Plague Monk Champion; Frenzy
Warlock Jezzail	5	3	3	3	3	1	4	2	5	Skirmishers; Jezzail; Pavise; Cavalry Base; Reliable
Gutter Runner	6	4	4	3	3	1	5	1	7	Skirmishers; Scouts; (Tunnelling Teams)
Black Skaven	6	4	4	3	3	1	5	2	7	Gutter Runner Champion; Skirmisher; Scout; (Tunnelling Teams)
Rat Ogre	6	3	0	5	4	3	3	3	5	Fear; Mixed Units; Loss of Packmasters
Packmaster	6	3	3	3	3	1	4	1	5	Mixed Units; Loss of Packmasters
Rare Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Censer Bearer	5	3	3	3	4	1	3	1	5	Skirmishers; Frenzy; Hatred; Disciples
Warp-lightning Cannon	5	-	-	-	6	3	1	-	5	See below.
Chariot	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Screaming Bell	-	0	-	5	6	6	0	-	-	Large Target; Unit Strength 4; Ward save 3+; Magic Resistance (2)

SKAVEN SPECIAL RULES

Strength in Numbers

Skaven units add their rank bonus to Ld.

He Who Runs Away...

+1 to total rolled for fleeing.

Life is Cheap

Can target ranged attacks at enemy in close combat with friendly units.

Lead from Back

Skaven characters can lead from the rear rank.

Warpstone Weapons

The following weapons count as magical:

Assassins' Gutter Runners' poisoned weapons, plague censers' gas & bits, Warlock Engineers' warp-blades, poisoned wind globes, warlock pistols, Jezzails, Ratling Guns, Warfire Throwers & Warp-lightning Cannons.

SKAVEN MAGIC RULES

Irresistible Force on a 13 (not two or more 6s).

Grey Seers have 4 Warpstone tokens.

Warlock Engineers have 1 Warpstone token.

TUNNELLING MISHAP CHART

D6/Result

1-2 *Cave in!*

The team is killed.

3-4 *Where are we?*

The team gets lost and does not take part in the battle, but the enemy does not earn any Victory points for it.

5-6 *I told you to turn left!*

Your opponent can place the Tunnel marker anywhere on the battlefield.

CLAN SKRYRE WEAPONS

RATLING GUN

Range	Str	Damage	Save	Notes
15"	4	1	-2	Move/fire

Ratling Gun Misfire Chart

Double 1 or 2 No shots are fired.

Double 3 or 4 Fire in random direction.

Double 5 or 6 No shots are fired & weapon destroyed.

WARP-LIGHTNING CANNON

Range	Str	Damage	Save	Notes
8D6"	Art. dice	D6	Normal	Move/fire

Warp-lightning Cannon Misfire Chart

D6/Result

1-2 Machine and its crew are destroyed.

3-4 Place large template over cannon. All models hit, including cannon, take 1 SD6 hit.

5-6 Pivot gun on the spot to face direction indicated by a Scatter dice. Resolve a shot at range 48" and Strength 10.

WARPFIRE THROWER

Range	Str	Damage	Save	Notes
Art. dice	5	D3	-2	Move/fire

Warfire Thrower Misfire Chart

D6/Result

1-2 Place large circular template over barrel and resolve hit normally. Team is destroyed.

3-4 Move team 2D6" in a random direction, place small circular template over barrel and resolve hit normally. Team is destroyed.

5-6 Team is hit by their own weapon.

SKAVEN SPELLS

1 - SKITTERLEAP

4+

Range 12". A friendly character is transported anywhere on the battlefield (not into base contact with the enemy).

2 - WARP LIGHTNING

5+/9+

Magic missile. Range 24", 1D6/2D6 S5 hits. Any 1s rolled to determine the number of hits suffered are resolved against the caster.

3 - VERMINTIDE

7+

Large template moves 4D6" away from caster. All units touched suffer 3D6 S2 hits.

4 - PESTILENT BREATH

8+

Flame template. Models hit suffer S3 hit. No armour save.

5 - DEATH FRENZY

9+

Range 18". Friendly unit is *frenzied*. Frenzied friendly unit is *death frenzied* (+1 extra Attack, suffer D3 wounds at the end of turn).

6 - PLAGUE

13+

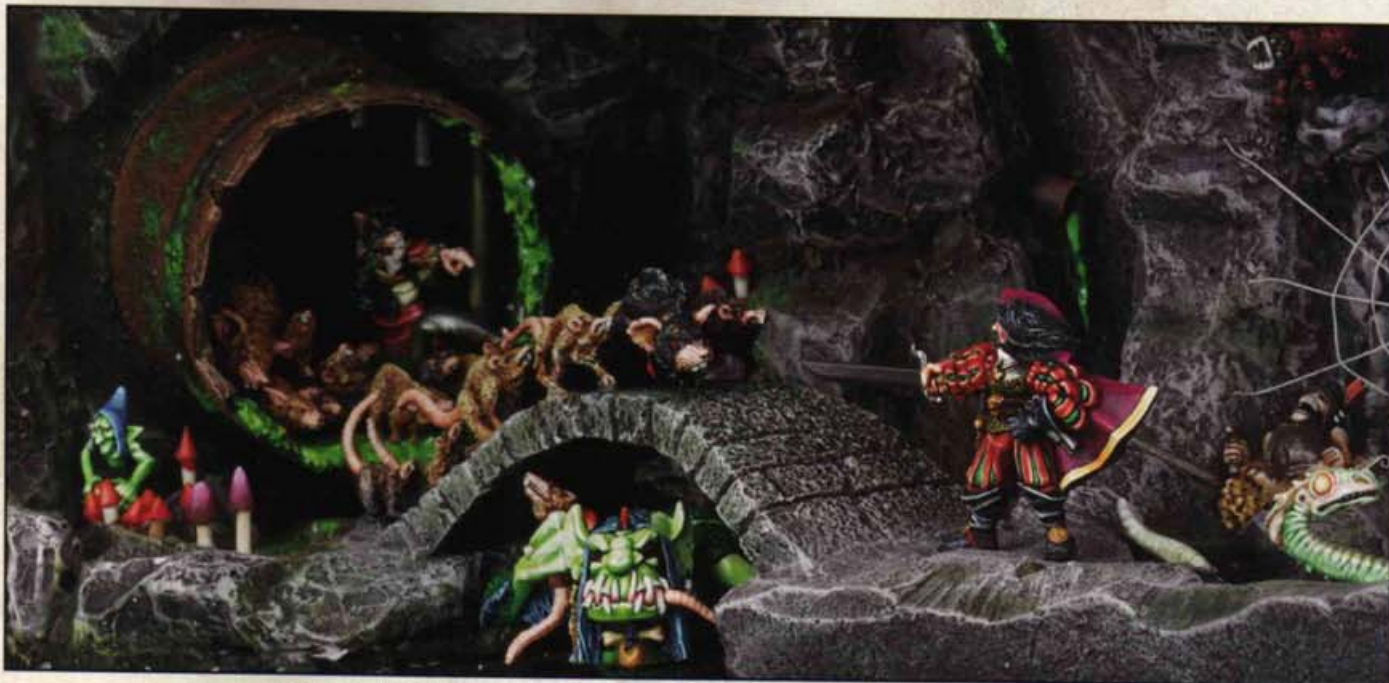
Range 18". All models in affected unit take a T test not to suffer 1 wound. No armour save.

Plague can spread, roll D6:

1-2: Opponent chooses 1 target within 6" of a previously affected unit.

3-4: Spell ends.

5-6: Caster chooses 1 target within 6" of a previously affected unit.



A Clan Moulder Packmaster leads a swarm of vermin through the depths beneath the Empire.



Many miles below Skavenblight, the Warlocks of Clan Skryre test their infernal creations.

WARHAMMER SKAVEN

"Kill-Kill!"
Warlord Queek

The Skaven are a race of evil rat-men who inhabit the underground of the Warhammer world. They gnaw at the roots of civilisation, eternally scheming and preparing for the day when their uncountable hordes will overrun the surface world. The only thing that keeps them in check is the constant internal strife between the clans that make up their society, but one day the Grey Seers, who speak for the Horned Rat himself, will unify them and lead them to inevitable victory.

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